

PRIMA'S OFFICIAL STRATEGY GUIDE

Stats for all 900+ cards

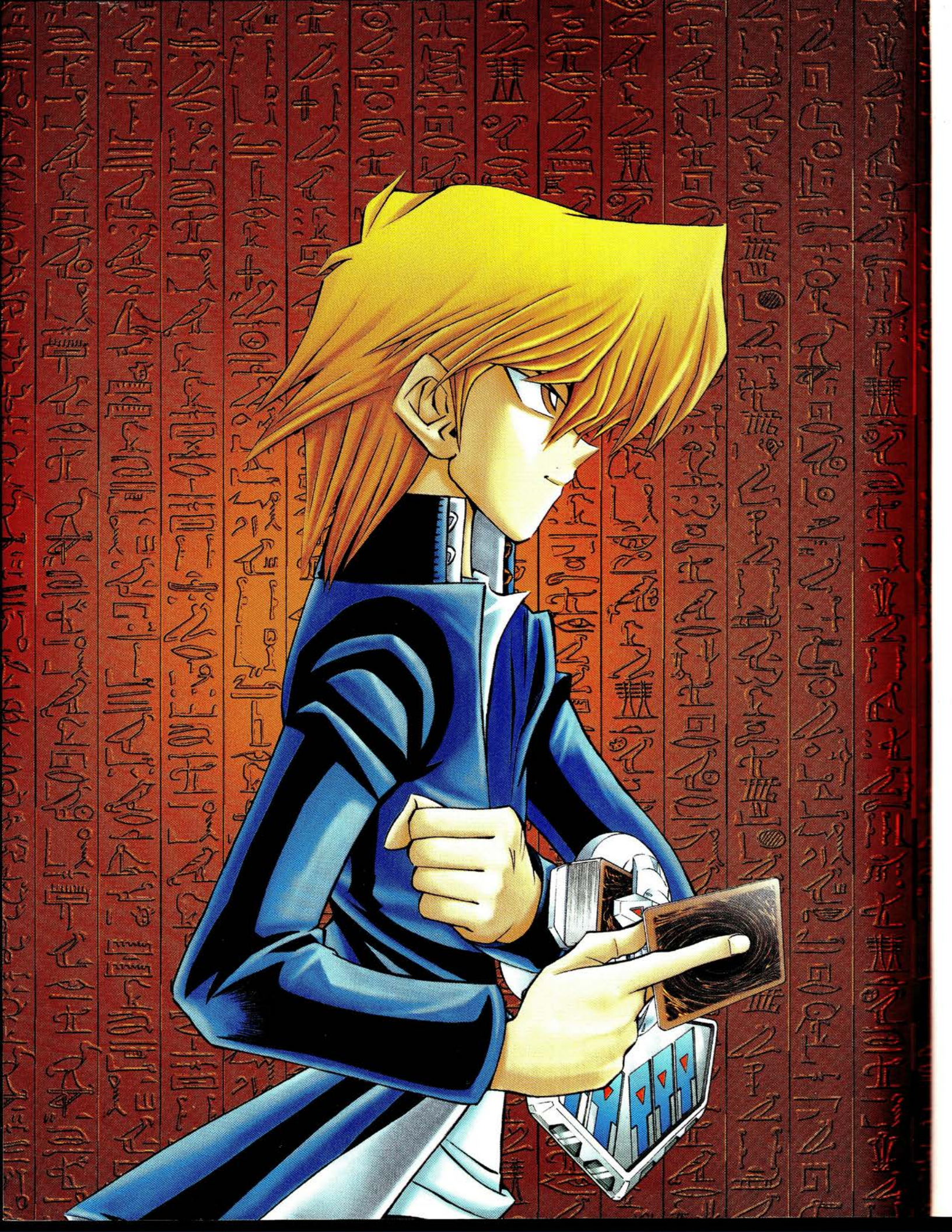


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Yu-Gi-Oh!

The Sacred Cards

Prima's Official Strategy Guide

Elliott Chin

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INTRODUCTION TO DUELING

Enter the world of *Yu-Gi-Oh! The Sacred Cards*. The cards have called you back to Battle City, where Seto Kaiba has convened a new tournament for Duelists all over the city.



You are a close friend of Yugi and Joey, and if you are good enough, you'll battle alongside them in the Dueling tournament and perhaps even defeat them to become the number one Duelist in the world. Duelists from across the globe, including former champions Weevil and Yugi and perennial challengers Rex Raptor and Mai Valentine, are here to test their Dueling skills against the world's best.

Can you beat them all to rise to the top? Can you thwart the evil Ghouls who have come to sabotage the tournament? And can you find the Legendary God Cards before Kaiba does? The answers to those questions—and an exciting Dueling adventure—await you in *Yu-Gi-Oh! The Sacred Cards*.

What's Different?

Yu-Gi-Oh! The Sacred Cards plays differently than the card game. For example, there are completely different abilities for old cards, a more free-form Dueling structure, and the elimination of all Fusion monsters! Here is a list of the changes you can expect in *The Sacred Cards*.

Cards Are Different



Some of the most shocking changes are in the cards themselves. Some cards no longer have their familiar abilities, while other cards have gained new ones. For example, "Magician of Faith" doesn't let you retrieve a Spell

Card from your Graveyard anymore; it's just a Normal monster. But "Doron" can now clone itself as a Flip Effect. Even Spell and Trap Cards have been altered. "Monster Reborn" only lets you revive an opponent's monster, not one of your own. And "Ookazi" does 500 LP damage, not 800. So many cards changed that we can't list them all here. Read Chapter 4: Cards to see all the changes to the game's cards. If you play a game and find out that a card doesn't work here the way it does in the real game, then odds are it was changed. Refer to Chapter 4 for details.

No Fusion Monsters!

The Fusion Monster Card-type is completely gone from the game. Some Fusion monsters don't exist in this game; other monsters that used to be Fusions are still here, but they are now Normal monsters. "B. Skull Dragon," for instance, is

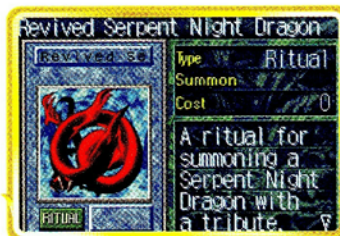


now just a nine-star monster. You summon it like any other Tribute monster, and no longer need "Polymerization," "Summoned Skull," and "Red-Eyes Black Dragon" to summon it.

Flip Effects Only

The only Effect monsters are those with Flip Effects. There are no Monster Cards that have continuous abilities that trigger on your Standby Phase or abilities that trigger when the card is killed. So cards like "Giant Rat," which lets you Special Summon a monster when it dies, or "Marie the Fallen One," which heals you 200 LP per turn as a monster effect, either don't exist or have had their abilities eliminated. The exception is "Exodia the Forbidden One."

Tweaks to Ritual Monsters



Now, there are two ways to summon a Ritual monster. The easiest way is to add the monster to your Deck and summon it as you would any Normal monster, by offering the required number of Tributes to bring it into play.

But you can also summon it even if you don't have the actual Ritual Monster Card in your Deck. In this case, if you have the Ritual Monster Spell Card, you can still summon it. You don't need the Monster Card itself, but you do need two monsters for Tribute, and you need to have a third, specific monster as well. In addition, all three must be on the field in order for the Ritual to work. For more information, read the Monster Card section later in this chapter.

Discard Whenever You Like!

Unlike in the card game, you can discard cards anytime you want, whether from your hand or the field. If it's a Monster Card already on the field, select the "Sacrifice" action to get rid of it or select "Discard" if the card is in your hand. You don't need any reason or excuse to do this. It's a great way to free up space on the field if you want to summon more monsters or have room to draw a card.

Expanded Tribute System

Now, a third level of Tribute has been added to the game for cards Level 9 and higher. Cards with nine stars or more now need three Tributes, not just two.

New Hand Size

In *Yu-Gi-Oh! The Sacred Cards*, your hand size has a five-card limit, even during your Draw Phase. And if you have a Spell Card that lets you draw extra cards, like "Pot of Greed," it won't work if you don't have space in your hand for the new cards. Unlike in the regular game, you can't go over your limit and then discard cards at the end of the turn. If you want to draw a card but already have five cards, you must discard a card *first*.

New Alignments!

A few new alignments Fire, Water, Wind, Earth, Light, and Dark are still in the game, but new ones have been added—Divine, Dreams, Fiend, Forest, and Thunder. In some cases, old attributes have changed their names. For instance, Dark is now split into Fiend and Shadow. There is more information about these alignments later in this chapter.

40-Card Limit

You can only have 40 cards in your Deck and there is no Side Deck.

More Free-Form Dueling Structure

Duels in *Yu-Gi-Oh! The Sacred Cards* aren't as rigid as in other Yu-Gi-Oh! games. You can attack with a monster, then summon a monster and attack again. Some of the rules of the Duel, such as only one action per monster, are still in effect, but in general you don't have to do things in strict order like you must in the real card game. For more information, read the Dueling Basics section later in this chapter.

Egyptian God Cards



Yes, you can play with the Egyptian God Cards! These mightiest of all Dueling cards are in the game, and in fact, are the main reason why Kaiba has set up this tournament: To lure the cards out into the open so

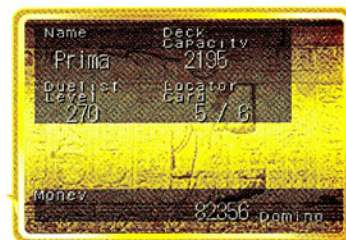
he can seize them. But others want them as well. They are every bit as powerful as you've seen in the cartoon.

What's Unique about The Sacred Cards?

Aside from changes to the Yu-Gi-Oh! card game, *Sacred Cards* also adds a few unique features specific to this game. In particular, constructing a Deck is a little bit different. There are three factors that dictate how you build your Deck: Deck Capacity, Deck Cost, and Duelist Level.

Deck Capacity

Your Deck Capacity works with Deck Cost to limit your Deck's size and power. The Deck Costs of all the cards in your Deck cannot exceed your Deck Capacity. So if you have a Deck Capacity of 2000, then the total Deck



Costs of your 40 cards must be 2000 or lower. Deck Capacity is a number that increases as you win Duels. In the early game, you can only add one or two high Deck Cost cards to your Deck, but as you gain higher levels, you can add more and more.

Deck Cost

Each card now has a Deck Cost. This cost counts toward your Deck Capacity. The Deck Cost also functions as a minimum-level requirement for using the card. The most powerful cards, such as 1900 ATK non-Tribute monsters, have very high Deck Costs to ensure that you can't use them right away. Other cards, either weak cards or common cards, have a low Deck Cost. That means you can add lots of them to your Deck without exceeding your Deck Capacity and you can use them even when you are at a low level.

Duelist Level

The Duelist Level exists solely to restrict your use of high-powered cards. Your level must be equal to or higher than the card's Deck Cost in order for you to add it to your Deck. Your Duelist Level increases every time you win a Duel. The best cards in the game have a high Deck Cost, so you must be very high in level before you can use them.

Dueling Basics

Rules for the Duels

- The entire playing area is called the field.
- Each Duelist starts with 8000 Life Points.
- You begin the game with five cards in your hand. This is the maximum number of cards you can have in your hand.
- Each player draws a card at the beginning of their turn, unless they already have five cards at the start of the turn.
- There are two general types of cards: Monster Cards and Special Cards.
- During your turn, you can summon one Monster Card and any number of Special Cards onto the field.
- You can have a maximum of five Monster Cards and five Special Cards on the field at a time, not including the Field Spell Card.
- When you summon a monster, it comes into play face-down. Your opponent thus does not know what it is.



You can only have five cards in your hand.

- Monsters of Level 5 or higher require that you sacrifice one or more monsters already on the field before they can be summoned. This sacrifice is called a Tribute.



Tribute monsters require one, two, or three Tributes depending on their level.

- You can set your monster to Attack or Defense Position. You determine this position by declaring whether you are attacking or defending with your monster. If you set your monster to Attack Position, it turns face-up. No Flip Effects are triggered in this case. If you set it to Defense Position, it remains face-down.
- Monsters in Attack Position can attack an opponent's monsters during your turn. They remain in Attack Position until you change them in your next turn. However, if they are attacked during your opponent's turn, any damage beyond their ATK value goes through to harm you directly.
- Monsters in Defense Position cannot attack, but when destroyed in battle, any damage over their DEF rating does not harm you.

- Some monsters have special effects. These effects can only be triggered if the monster is in face-down position and is flipped face-up.
- You do not have to play any cards during your turn if you don't want to.
- One player wins the match when he meets one of several victory conditions.



If both monsters are in Attack Position, compare their ATK values when fighting. If one is in Defense Position, compare its DEF value to the attacker's ATK.

Dueling Field

The field is split into two parts: one for your opponent and one for yourself. There is one row for your Monster Cards and one row for your Special Cards. You can have up to five Monster Cards in the top row, and five Special Cards in the bottom. You can also play a Field Spell Card, which does not occupy a space on the field but rather alters the field's terrain.

Whenever your five slots are filled in the Monster Card row, you can simply sacrifice a monster to make way for a new one.

If your Monster or Special Card rows are filled up, when you summon a card from your hand to the field, the new card will replace the old one. The old card will be kicked off the field without activating.

Actions You Can Take with Cards

After you summon a monster, you can do one of four things with it: attack, defend, sacrifice, or effect.

Attack

When you attack with the monster, you choose a target monster and attack. If no monster is on the other side of the field, you do direct damage to the opponent's Life Points. The monster is flipped face-up when you attack.

Defend

When you defend with the monster, it stays in face-down mode. The next time an enemy monster attacks your monster, it is flipped face-up. Excess damage done to the defending monster does not break through to harm you. Unlike in the Yu-Gi-Oh! card game, being flipped up in this manner does not trigger the monster's Flip Effect.

Sacrifice

You select this action when you want to Tribute the monster. You must first sacrifice a monster before you bring the Tribute monster into play. You can also sacrifice a monster just to get it off the field.



Effect

You select the effect action to trigger the monster's special effect. After you have summoned the monster, choose the effect action. The card will flip face-up and the effect will resolve. Once you attack with a monster, you cannot use its effect. However, a monster in defend mode can have its special effect activated by choosing the effect action at a later turn. Some monsters, like "Witch's Apprentice," have effects that, once triggered, last until the card is destroyed. Others, like "Electric Lizard," have effects that last only one turn.



NOTE

In this game, you can summon a monster and trigger its Flip Effect all in the same turn.

Special Cards



This "Pot of Greed" has been activated and will now draw two extra cards.

There aren't multiple actions to perform with Special Cards. You simply set them on the field, in which case they are placed face-down on the field. When you want to trigger a Spell or Ritual Spell Card, you simply activate it by pressing on it. Trap Cards will automatically trigger when you meet set conditions.

The Phases of the Duel

In Yu-Gi-Oh! The Sacred Cards, the Dueling phases aren't rigid. At the beginning of your turn, you draw a card if you have room in your hand. Then, you can play cards from your hand onto the field.

You can attack and play cards in any order. You can attack with a monster already on the field, then summon another monster and attack with it. Then you can play a spell. When you are done with your turn, you select "End Turn." But the general phases are:

- Draw
- Summon a Monster Card
- Attack
- Set Special Cards
- Activate Special Cards

Again, aside from the Draw Phase, which is done at the very beginning of your turn, you can perform any of these phases in any order you like.

Victory Conditions

You can win a Duel in one of four ways.

- Reduce your opponent's LP to zero. First one to reach 0 LP loses.
- "Deck" your opponent. If a player has no more cards in his Deck from which to draw at the beginning of his turn, he loses the game.
- Bring all five Exodia pieces into your hand. If you have "Exodia the Forbidden One," "Left Arm of the Forbidden One," "Right Arm of the Forbidden One," "Left Leg of the Forbidden One," and "Right Leg of the Forbidden One" in your hand, you automatically win the game.
- Spell "FINAL" with the Destiny Board cards. If you have the Trap Card Destiny Board on the field, and also set the Trap Cards Spirit Message "I," Spirit Message "N," Spirit Message "A," and Spirit Message "L" on the field, you win the game.

Card Basics

Monster Cards

Here are basic guidelines and tips for knowing and using Monster Cards.

Monsters are the most plentiful and easiest means of harming your opponent directly. Use them to defend yourself against harm. There are three types of monsters: Normal, Effect, and Ritual. All monsters have a class, an alignment/attribute, a Star Level, and Attack and Defense values. In Yu-Gi-Oh! The Sacred Cards, all monsters also have a Deck Cost.



Effect Monsters

Some monsters are Effect monsters. These cards have special effects that are triggered when you select the effect action for them on your turn. This is the only way to trigger a monster's effect. Some effects include restoring your LP, powering-up your monsters, freezing enemy monsters, and dealing damage to your foe's LP. Chapter 4 has a complete card listing where you can find Effect monsters and read their abilities.



Summoning Tribute Monsters

Monsters with Star Levels of 1 to 4 can be summoned onto the field normally at the rate of one per turn. You just select the monster and place it on the field.

Monster Cards with five or more stars require Tributes to summon. These monsters can require one, two, or three monsters on the field to be sacrificed before they can be put into play. This table shows how many Tributes are necessary for the given monster's level.

Star Level	Tributes
1-4	None
5-6	1
7-8	2
9-12	3



You must select the monsters on the field first, then choose "Sacrifice" to eliminate them, and then summon the Tribute monster.

Ritual Monsters

Ritual monsters are powerful creatures that can be summoned in special ways.

In order to summon Ritual monsters, you can either place them in your Deck and summon them normally, or summon them with the appropriate Ritual Spell Card. If you place the Ritual monster in your Deck, you must meet the appropriate Duelist Level requirement, and you must Tribute the necessary number of monsters to summon it onto the field.

If you summon the Ritual monster with a Ritual Spell Card, you do not need the Ritual Monster Card in your Deck. Using Ritual Spell Cards is one way to get around the Duelist Level limit. When summoning a Ritual monster by using a Ritual Spell Card, you must follow these steps:

1. Have two monsters and one specific monster mentioned in the Ritual Spell Card on the field.
2. Set the Ritual Spell Card on the field.
3. Sacrifice the two monsters.
4. Activate the Ritual Spell Card.
5. The specific monster is then transformed into the Ritual monster.



The specific monster is mentioned in the Ritual Spell Card's description, and it is the card that transforms into the Ritual monster. By using the Ritual Spell Card, you can summon a monster that you normally would be too low in level to use. But once the monster is summoned, you can use it, even if your Duelist Level is below the Ritual monster's Deck Cost.

Class

All monsters belong to one of 20 classes. These monster classes tell you whether they can be affected by certain Power-Up Spell Cards and what terrain they prefer or eschew.

Specific Power-Up Spell Cards only affect certain classes of monsters, as stated in the card description. "Salamandra," for instance, gives a +500 ATK and DEF boost to any Pyro-aligned monster.

Class also dictates what terrain is advantageous or disadvantageous to the Monster Card. Each class has a favored or disfavored terrain type. If a monster fights on favored terrain, it gains a +30 percent bonus to ATK and DEF values. If a monster fights on disfavored terrain, it takes a 30 percent penalty on ATK and DEF. Not all classes have a favored or disfavored terrain.



Power-Up Cards will boost a single monster by 500 points.



The Wasteland terrain makes these Dinosaurs a lot stronger.

Monster Class	Favored Terrain	Disfavored Terrain
Aqua	Sea	None
Beast	Forest	None
Beast-Warrior	Field, Forest	None
Dinosaur	Wasteland	None
Dragon	Mountain	None
Fairy	None	Dark
Fiend	Dark	None
Fish	Sea	None
Insect	Forest	None
Machine	None	Sea
Magician	Dark	None
Plant	Forest	None
Pyro	None	Sea
Reptile	None	None
Rock	Wasteland	None
Sea Serpent	Sea	None
Thunder	Mountain, Sea	None
Warrior	Field	None
Winged Beast	Mountain	None
Zombie	Wasteland	None

NOTE

Some Field Spell Cards are named after the terrain they create. Some are not. These unusually named Field Spell Cards create the following terrain.

Spell Card	Terrain
Sogen	Field
Umi	Sea
Yami	Dark

Level

All Monster Cards have a number of stars on them from one to twelve. These stars are also known as levels. A monster with four stars is a Level 4 monster. Levels are important for determining whether a monster needs Tributes to be summoned, and how many Tributes if necessary.



F.G.D.'s 12 stars means it is super powerful, and requires three Tributes to summon.

Alignment

Alignment of Monster Cards is a little different in *Yu-Gi-Oh! The Sacred Cards* than it is in the regular card game. There are 11 alignments, and they are grouped into three categories. The first grouping consists of Wind, Aqua, Pyro, Forest, Thunder, and Earth. The second grouping consists of Light, Shadow, Dreams, and Fiend. The third grouping consists solely of Divine.

The first two groupings are the alignments for nearly all the Monster Cards in the game. The Divine alignment is reserved solely for Ritual monsters and the Egyptian God Cards.

Within each grouping, there is a hierarchy of power. Each alignment is inferior to one alignment and superior to another. A monster will always beat its inferior alignment and will always lose to its superior alignment. This happens no matter what the ATK and DEF of the two participating monsters are. A 2800 ATK "Twin-Headed Thunder Dragon" (Thunder alignment) will die against a 1000 ATK "Anthrosaurus" (Earth alignment), while that "Anthrosaurus" will lose to a 450 ATK "Hane-Hane" (Wind alignment).

Always try to match your monsters against an inferior alignment. And never send your monsters to fight against a superior alignment.

Alignments in different groupings have no affect on one another, so a Wind monster is neither superior nor inferior to Light, Shadow, Fiend, and Dreams monsters. The Divine alignment is neither superior nor inferior to any other alignment.



Even the weakest Thunder-aligned monster will kill the strongest Aqua-aligned monster.

Special Cards

Here are the Special Cards in the game, as well as advice on how they work and how to use them. There are two types of Special Cards: Spell Cards and Trap Cards. Special Cards have a type, telling you whether they are Spell or Trap, as well as a Deck Cost.

Spell Cards



Spell Cards are Special Cards that can be activated to enable a special ability or attack. Spell Cards can do many things, including but not limited to: healing you, damaging your opponent directly, buffing up your

monsters, weakening enemy monsters, drawing extra cards, or summoning special monsters. Aside from Normal Spell Cards, the other Spell Card types are Power-Up Cards and Ritual Spell Cards. You can set a Spell Card on the field and leave it face-down. At any time of your choosing, you can then activate it.

Power-Up Cards

These cards boost the ATK and/or DEF of a monster. You must select a Monster Card on your field on which to cast it. Once the Power-Up Card is activated on a monster, the card disappears, but the monster then has a permanent bonus to its ATK and DEF values for the duration of the Duel. Power-Up Cards typically give a +500 boost to ATK and DEF. Multiple Power-Up Cards can affect a single monster.

Ritual Spell Cards

Use these Spell Cards to summon Ritual monsters onto the field. These cards enable you to play these monsters even if you don't have the Monster Card in your Deck. Refer to the Ritual monster section earlier in the chapter for more information on how to summon a Ritual monster.



Field Spell Card



The Field Spell Card is a special Spell Card that bears mentioning. Only one Field Spell Card can be in effect at a time. If you or your opponent plays a Field Spell Card, it replaces the current one in play. Field Spell Cards

alter the terrain of the Dueling field. This affects the ATK and DEF of certain monsters, depending on their class. "Umi," for example, changes the terrain to water, which improves the

ATK and DEF of Aqua, Fish, Sea Serpent, and Thunder monsters, while lowering the ATK and DEF of Machine and Pyro monsters.

* NOTE

If a monster is playing on advantageous terrain, it gains a +30 percent bonus to ATK and DEF. If it is playing on disadvantageous terrain, it suffers a -30 percent penalty to ATK and DEF. So, for example, an "Anthrosaurus" (1000 ATK/850 DEF) fighting on Wasteland becomes a 1300 ATK/1105 DEF monster.

Trap Cards



Trap Cards are Special Cards that you set on the field and that trigger on their own once you meet a certain condition. Trap Cards typically punish or harm the enemy player. There are Trap Cards that destroy an enemy

monster if it attacks you, and Trap Cards that reflect direct damage spells back on the other player. A Trap Card remains face-down until triggered. You do not control when the Trap Card activates.

Passwords

It's incredibly easy to get any card you want. Because *Yu-Gi-Oh! The Sacred Cards* is a Game Boy game, you have all the cards in the game at your fingertips. If you want a card, you can enter the eight-digit password from the physical card into a password machine at the Card Shop. Then the card appears in the Card Shop owner's inventory and you can buy it. Do this for the really good cards and you'll be on your way to building the ultimate Deck in no time.



DUELING STRATEGIES AND DECK-BUILDING TIPS

Now that you have the basics of Dueling down, it's time to teach you some winning strategies. Just knowing how a Duel works is only half the battle. To achieve victory on a consistent basis, you have to learn the cards, practice Dueling, and consider the tips in this chapter.

Dueling Strategies

Pump Up Your Monsters

About 50 percent of your cards will be monsters, and the easiest way to deal and prevent damage is with Monster Cards. So naturally, it follows that making your monsters better than your opponent's will usually lead you to victory.

If you match monsters without any power-ups, then it follows that the higher the level, the better the monster. A "B. Skull Dragon," with an ATK of 3200, is a Level 9 monster and is much more powerful than a Level 3 "Anthrosaurus," a 1000 ATK monster. That's a pretty extreme and simplistic example though. Higher-level monsters are stronger than lower-level ones. But sometimes, you don't have the luxury of offering several sacrifices to play your Tribute monster. Oftentimes, those powerful high-level cards are too hard to find, so you can't add them to your Deck. It's often better and easier to make your existing monsters stronger, rather than banking on using rare and hard-to-play high-level monsters you don't have.



* NOTE

A difference between *The Sacred Cards* and other Yu-Gi-Oh! games is that Power-Up Cards disappear once activated, rather than staying on the field. Keep that in mind when playing cards. An opponent can't get rid of Power-Up Cards in this game once they are activated.

The first strategy for fielding better monsters is pumping up your existing non-Tribute monsters with Power-Up Spell Cards. The benefits of doing this are several.

1. By using non-Tribute monsters, you don't have to rely on luck. With Tribute monsters, you have to have both a non-Tribute and Tribute monster in your hand, and then

be able to summon the non-Tribute monster and hope it survives long enough to sacrifice for your Tribute monster. Obviously, if your Tribute monster is Level 7 or higher, it becomes tougher to get the appropriate sacrifices on the field and protect them long enough for your high-level monster.

2. When you use high-level Tribute monsters in your Deck, you become overly reliant on a small number of monsters. That means you are more susceptible to Monster Removal Cards like "Dark Hole" and "Raigeki;" just a few of them could wipe out your Deck strategy. But when you use non-



Although this card is incredibly powerful, in reality, you'll find it hard to get out and keep alive the three monsters necessary to summon it.

Tribute monsters, you don't rely on a small handful of big monsters. Every card has the potential to be buffed up, so if your first wave of monsters dies, you can just pump up the next one.

3. Because you are using non-Tribute monsters, you can always summon a monster and attack. But if you use Tribute monsters, you might run into a scenario where you have all Tribute monsters in your hand and no non-Tribute monsters to summon onto the field first.



! TIP

Make your monsters stronger than your opponent's by using Power-Up Cards and altering the terrain to your monsters' advantage.

The best non-Tribute Deck to build is a basic beatdown Deck with all Monster Cards of ATK 1800 or higher and/or DEF of 2000. For more on what cards to put into this type of Deck, read the Deck Building section later in this chapter.

But no matter what Deck you have, follow these guidelines for making your monsters better in a Duel.

Use Power-Up Cards



use your Power-Up Cards, make sure you have all monsters of a certain type so no matter what Monster Card you draw, it can benefit from the Power-Up. For example, load your Deck with Pyro monsters and add in "Salamandra" and "Invigoration" Power-Up Cards.

Take note of all your monster classes and alignments, and use the appropriate Power-Up Cards to boost your Monster Cards' ATK and DEF. Power-Up Cards will add +500 points to a monster's ATK and DEF value. To ensure that you can always

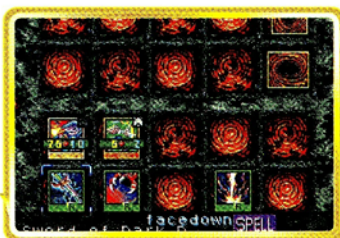


Alter the Terrain



better the monster, the bigger the boost. But as an example, a "Dark Elf" (Fiend class) with an ATK of 2000 would be a 2600 ATK monster in Dark terrain. As with Power-Up Cards, you will want to make sure your monsters are all of the same class if you plan on using terrain-altering cards. That way, all of your Monster Cards can benefit from the new terrain.

Load your Deck with Fiends and a few "Yami" cards. Then add in some Power-Up Cards for Fiend monsters and you'll get some truly powerful monsters—without the pain of Tributes.



Attack with Spell and Monsters



Monsters aren't the only way to damage your opponent. A wise player uses both Monster and Special Cards to attack his foe. Monsters can be blocked with defending monsters, and they can be

killed. Having Spell Cards to directly attack your opponent is a good way to get around his defenses or deliver a killing blow. Adding a few Direct Damage Spell Cards like three "Tremendous Fires" can do the work of a "Blue-Eyes White Dragon!" The best such cards are detailed later in the chapter.

Protect Yourself

It is also a good idea to ensure you live long enough to outlast your foe if necessary and weather his Direct Damage Cards and attacks.

Use Healing Cards like "Soul of the Pure" and "Dian Keto the Cure Master" to increase your Life Points. After all, having more life than your opponent means you are in better shape to survive the Duel. But don't go overboard with the healing. Your goal isn't to have the most LP, but to bring your opponent's LP to zero.

For a list of cards ideally suited to preventing and healing damage, read the Deck Building section later in this chapter.



Trap Cards Are Your Friends

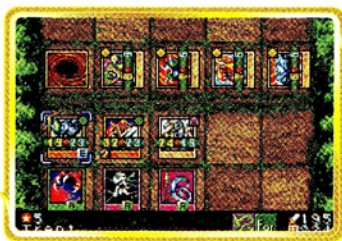
Knowing that Monster Cards are the primary way a Duelist usually defeats his opponent, try to ward off monster attacks as much as possible. The best way to stop enemy monsters in their tracks is with Trap Cards.

Lay down several traps for your enemy. Not only can they prevent an attack, but particularly brutal ones can destroy an attacking monster as well. To make sure you get to use Trap Cards, lay a weak monster in Attack Position to lure your opponent's stronger monsters to attack. Then your Trap Card will trigger and activate against the offender. There are quite a few good Trap Cards, although not as many as in previous Yu-Gi-Oh! video games. Some of the better ones are discussed in the Deck Building section.



Use Defense Position

There will be times when you don't have a strong monster or Power-Up Cards to help you. In those cases, you should make use of the Defense Position to protect yourself from suffering damage.



These monsters are so weak they are placed in Defense Position.

In general, if you suspect your monster's ATK value is low (usually if it is below 1000), summon it in Defense Position. In *Yu-Gi-Oh! The Sacred Cards*, many of the Duelists you face early in the game don't have good cards, but later on, you might even want to put monsters between 1000-1500 ATK in Defense Position.

To be safe, consult the entries for each Duelist in Chapter 3: Campaign Walkthrough to see whether or not your opponent's Monster Cards are strong. If that Duelist's cards are weak, then you have more leeway and can attack with weaker cards. Otherwise, summon weak monsters in Defense Position.

Effect Cards



Monsters alone usually aren't enough to win a Duel against a good opponent. Power-Up Cards, Spell Cards, and Trap Cards all give you a huge advantage, but Effect Monster Cards are also very useful. Effect monsters can be used like Trap Cards, except you have much more control about when they trigger. Some Effect monsters, like "Electric Lizard," can freeze an opponent's monster, giving you an extra round to draw a good card or sacrifice a monster for a Tribute monster. Other cards can give you an LP boost or beef up your other Monster Cards. Some, like "Doron" and "Revival Jam," can clone themselves so you can have two monsters for the price of one.



If you know that your monster is too weak to attack and will lose in battle to the opponent's monsters, then summon it in Defense Position. That way, when it gets attacked and invariably dies, none of the excess damage will punch through to hurt you.



By placing your monster in Defense Position, your LP won't suffer even when a huge Monster Card tramples your weak defender.

* NOTE

Many cards in *Yu-Gi-Oh! The Sacred Cards* have been altered slightly so that they no longer have the effects they have in the real card game. If you have an Effect Monster Card you particularly like, such as "Man-Eater Bug," consult Chapter 4 to make sure it still works that way. In this case, "Man-Eater Bug," no longer kills an enemy monster.



When you have an Effect Monster Card, its effect only triggers when it is flipped up from being face-down. If you plan on activating an effect, don't summon it and attack with it.

To activate an Effect Monster Card, summon the card, then select effect from the four actions. The monster's effect will then trigger. You can do this in the same round you summon the creature.

? CAUTION

Unlike in the real card game, Effect monsters in Defense Position will not have their effects activated when they are attacked. Don't place an Effect Monster Card in this position expecting that when it is flipped face-up to defend that its effect will trigger.

Some useful Effect monsters are detailed later in this chapter in the Deck Building section.

* NOTE

Effect Monster Cards, such as "Pumpkin the King of Ghosts," do not have their effects canceled when they die. So if you activate "Pumpkin" to pump up your "Dragon Zombie," then "Pumpkin" is eliminated, and "Dragon Zombie" will keep its +500 ATK power boost.



Acquiring New Cards

There are two ways of getting cards in *Yu-Gi-Oh! The Sacred Cards*: You can win cards from Duels and you can buy cards from shops.

Ante Card

To win a card from a Duel, you must first ante a card of your own before a Duel. If you do so and win, you get an ante card from your opponent. If you don't ante a card, you won't get a card for winning a Duel.

Although the card you win is often associated with the losing Duelist's theme, it isn't always a card directly from his or her Deck. Oftentimes, the card you win is determined at random, although it is usually commensurate in value to the card you anted.



TIP

Ante good cards because the better your ante, the better the card you will win. If you only offer cheap cards, you'll only get trash. But if you offer good cards, you will get excellent cards in return.

Card Shops



You can also buy cards at Card Shops. Enter the "Card Shop" area in the World Map and talk to the store owner. He has a variety of cards for you to look at.

TIP

The same sorting controls you have when looking through your Trunk are also available when browsing the Card Shop inventory. Press **START**, then choose how you wish to sort the cards.



In the beginning, the store owner's selection is meager, but every time you win a Duel, new cards are added to the shop inventory. So keep coming back after every couple of Duels to see what new cards have been added.

After you find a card you want, you can buy it with dominos. Dominos are the currency of Battle City. You won't start off with a lot of dominos, but you win a lot every time you Duel. Common Duelists give you several

hundred dominos every time you beat them, and you can win thousands of dominos for beating named Duelists like Strings and Weevil.

The cards aren't expensive, but better cards cost more. Duel often to get enough money to buy the cards you want.

Using Passwords

If you don't see the card you want in the Card Shop inventory, you can cheat by entering the password to a particular card. *Yu-Gi-Oh! The Sacred Cards* uses the eight-digit passwords printed on the bottom right of all *Yu-Gi-Oh!* cards.



To enter a password, go to the password machine in the Card Shop. After you enter the password, the card will show up in the shop's inventory for you to purchase. The card doesn't appear in your Trunk, but if you have the cash you can buy it.

Adding Cards to Your Deck

By winning and buying new cards, you will eventually own a Trunk full of the best cards in the game. But adding those cards from your Trunk to your Deck is tricky.

There are a few things you must know before you start Deck building.

First, you can only add cards to your Deck if your Duelist Level is equal to or higher than the Deck Cost of the card. Secondly, the total Deck Costs of your cards cannot exceed your Deck Capacity. Third, the Deck must have 40 cards total. You will not be able to exit the Deck-building screen if your Deck total does not meet the required number.

Let's look at how to build a better Deck in *Yu-Gi-Oh! The Sacred Cards*.



NOTE

When looking at cards to add to your Deck, remember that until your Duelist Level equals the Deck Cost, you won't even be able to read the description.



Basic Deck-Building Tips

In usual Yu-Gi-Oh! games, you want to shoot for a 50:50 ratio of Monster Cards to Special Cards. You want to have enough monsters so that you are never in danger of being without one in a Duel, but you also want the special abilities that Spell and Trap Cards give you. That ratio is enforced even more thanks to this game's Deck Capacity limit.

Two-thirds of your monsters should be non-Tribute monsters, with the remaining third consisting of Tribute monsters of Levels 5 to 12. This way, you aren't overly reliant on Tribute monsters, but you still have some heavy hitters if you need them (and enough monsters to Tribute to play them).

Of your 50 percent Special Cards, at least half should be Spell or Trap Cards that can stop, remove, weaken, or control the enemy monsters. In general, these are offensive cards to be used against your opponent.

The other half of your Special Cards should be cards that help you and your monsters. These can be Healing Cards, Power-Up Cards, Ritual Monster Cards, Drawing Cards, and other utility, defensive, and boosting spells.

This ratio can be adjusted to fit your theme Deck, if you build one. It is only a guideline. Experiment to get the ratio that suits your play style best.

Getting Around the Deck Capacity Limit

In the usual Yu-Gi-Oh! card game, you can add whatever cards you like to your Deck with only a few restrictions. If you want all Monster Cards of 1800 ATK and higher in your Deck, you can do that. But in *The Sacred Cards*, the Deck Capacity limits you from doing that.



Cards as strong as "Gemini Elf" and "Vorse Raider" cost upwards of 290 Deck points, which means you'd reach your Deck Capacity after just adding six or seven 1800+ ATK monsters to your Deck.

You'd be left with no points to make up the rest of your 40-card Deck. This is often your biggest problem: not your Duelist Level, but your Deck Capacity. Follow the tips



Avoid this scenario of having all Tribute monsters in your Deck and no monsters to sacrifice for them.

outlined in this section to not only get some good monsters in your Deck, but to also still have enough points left over to reach the 40-card requirement.

You can't add whatever you want to your Deck. You need to watch your Deck Capacity limit carefully, because you can't go over that number.

Increase Your Limit by Dueling

One of the best ways to get around this limit is to keep Dueling and increasing your Deck Capacity. The best Duelists to fight in order to gain Deck Capacity points are named Duelists, such as Yugi, Bonz, Rex Raptor, and so on. When you first Duel them, you get 30 Deck Capacity points for winning. And every Duel after that you get 10 points. Common Duelists only give you five points, in contrast.

Until your Deck Capacity reaches 3000 and up, you'll need to do a lot of strategizing to get a strong Deck and still be under the limit.



Balance Expensive Monsters with Cheap Special Cards

In a Deck of 40 cards, you will want to have about five or six strong monsters. Add the strongest monsters your Duelist Level will allow. These will take up half of your Deck Capacity. To balance them, add in an equal or greater number of Special Cards with low cost.

These Special Cards, which can be Spell or Trap Cards, should be useful cards, not filler like Ritual Spell Cards. The worst thing that could happen is that you draw a useless Ritual Card for which you don't have the right monsters when you are on the ropes and need a good card.

Add in Trap Cards, which have low costs and can also help delay or destroy enemy monsters while you wait to draw your strong Monster Cards.

Instead of adding two weak 1100 ATK monsters that add up to 206 Deck points, add in a 1600 ATK monster for 207 and a Trap Card like "Bear Trap" for five. The 1600 ATK monster is more useful than two weaker monsters, and the "Bear Trap" can be used to kill



enemy monsters up to 1500 ATK, helping you to defend yourself if you don't have any monsters out, or to destroy a monster if you want to whittle down the enemy field.



Use Power-Ups and Field Spell Cards

Because adding strong monsters to your Deck is cost prohibitive, you should use Field Spell and Power-Up Cards. Field Spell Cards are more cost efficient, because they can potentially pump up all five of your monsters on the field. It would cost 40 Deck points to add an "Umi" to your Deck to power up all your Fish-type Monsters, but it would cost 300 Deck points to add three "Power of Kaishin" cards. And that would still only boost three monsters.



you draw, you will always be able to improve it with your Power-Up or Field Card.

Use Cheaper Versions of Better Cards

You want to add as many strong monsters into your Deck as possible, but by spending all your points on those cards, you don't have any points left to fill up the rest of your Deck. Then, you're not only over your Deck Capacity limit, but you're still under the 40-card minimum required for a legal Deck.

To give yourself more Deck points and take up extra slots in your Deck, add in Spell Cards that are weaker than their more powerful counterparts and that cost less.



instead add two "Goblin Secret Remedys" to your Deck. That way, you have 10 extra points to spend on better Monster Cards, and you take up two slots in your Deck instead of one. And you still have 2000 LP of healing.

For example, "Soul of the Pure" is a Spell Card that heals you for 2000 LP. It costs 30 Deck points. "Goblin's Secret Remedy" costs 10 Deck points and only heals 1000 LP. The best move is to not add "Soul of the Pure," and

The Right Cards to Add

Because of the Deck Capacity and Duelist Level limits, you can't just add the best cards into your Deck. At lower levels, non-Tribute Monster Cards with 1300 ATK and higher are good. When you progress to a Duelist Level in the 200s, swap them out for Monster Cards with 1600 ATK and above. When your Duelist Level reaches the 300s, replace those cards with non-Tribute monsters that have ATK or DEF values of 2000.

No matter what your level, you should also add in Trap Cards. They are very cheap and can help destroy stronger monsters on those rare occasions when you face a particularly tough Duelist.



In this chapter's final section, you'll find a list of some of the best cards you can add to your Deck. Some have very high Deck Costs, while others do not. Look at the role of the card (such as Monster or Trap Removal, or Healing), and then look up the card in Chapter 4 to see if it can fit in your Deck given your current Deck Capacity and Duelist Level.



Theme Decks

It is always a good idea to create a theme for your Deck. Give your Deck a focus, because without one, you won't be able to play very efficiently. You might have all sorts of Monster Classes, and only a few Power-Up Cards that might match only a handful of the monsters in your Deck. Or you might have Ritual Spell Cards that you can't even play because you have the wrong combination of monsters.

Stick to Your Theme!

Decide what type of Deck you want to make and then add cards to your Deck based on that theme. You can decide to make a Deck that emphasizes non-Tribute monsters. This is a good theme because it means you can play a monster whenever you want and are not beholden to the Tribute rules. But it also means you need to add only strong non-Tribute monsters with ATK values of 1800 or higher and not clutter your Deck with powerful but high-level Tribute monsters. Once you pick your theme, stick with it!

Theme Types

Aside from a non-Tribute Deck, you can also decide to build a Spell Attack Deck that emphasizes Direct Damage Spells. In this case, you would add lots of Spell Cards that do damage to your opponent, such as "Tremendous Fire" and "Restructor Revolution."



Two other obvious themes are an Exodia Deck and a Destiny Board Deck. Both Decks are built around the sole purpose of getting those victory cards.

Another type of theme Deck is Monster Class Decks. Examples include Dragon Decks, Warrior Decks, or Beast Decks. These Decks can be extremely efficient, because you can pick Field Spell Cards and Power-Up Cards that benefit all your monsters. No matter what Monster Card you draw, you're bound to be able to improve it with your Spell Cards.

* NOTE

Winning with Exodia

An Exodia-themed Deck is much harder to pull off in The Sacred Cards than in other Yu-Gi-Oh! games. Cards that used to help this Deck no longer function the same way or they don't exist. "Sangan" and "Witch of the Black Forest" don't let you search your Deck for a monster anymore to bring into your hand. And "Painful Choice" and "Backup Soldier" aren't in the game. It's thus much harder to play an Exodia Deck.

If you choose to build an Exodia Deck, then add a "Pot of Greed," three "Skellengel," three "Amazon Chain Master," and three "Goddess of Whim" cards to your Deck. But also make sure you have more traps to protect you since you won't be able to use those monsters for defense.



* NOTE

Winning with Destiny Board

"Destiny Board" is a great way to achieve victory. When you set "Destiny Board," and the Spirit Message "I," "N," "A," and "L" Trap Cards on the field, you win the game. The best thing about these cards, though, is that unlike the "Exodia" cards, you can have up to three of each card in your Deck. That means you have a better than one-in-three chance to draw one of the "FINAL" cards, so you don't have as much of a problem getting the cards you need.

To help things along, though, add a "Pot of Greed" and three "Skellengels" to your Deck. The weaknesses of this Deck, however, are that you are highly vulnerable to monster attacks, and your "FINAL" cards can be swept away with Trap Removal Cards. So add in high-DEF, non-Tribute monsters. Meanwhile, having multiple "FINAL" cards should enable you to weather the enemy's Trap Removal strategy.



Monster Theme Combos

When constructing a creature theme Deck, also consider what other classes of monsters you can add to your Deck without hurting the theme. Although this might go against the first rule of sticking to your theme, at low levels, when you don't have many cards or a high Duelist Level, you don't have the luxury of being picky. But add monsters that complement your core theme.

A water-based Deck is one good example. You could pick Aqua-aligned monsters, such as Fish, Sea Serpents, and Aqua monsters, and make a Deck out of them. They all have Sea as a favored terrain, so no matter which of these monsters you drew, they would all benefit from an "Umi" Field Spell Card. And even better: the "Power of Kaishin" Power-Up Card affects all three Monster types!

Other complementary Monster Classes are Dinosaurs and Zombies; Plants, Insects, and Beasts; and Dragons and Winged Beasts.



TIP

Looking outside your Monster Class for monsters to add to your creature theme Deck can be smart. Search out Effect monsters that can complement your monsters. For example, in a Dragon Deck, it would be a good idea to add "Buster Blader" and "Spirit of the Mountain." "Buster Blader" is a Warrior, but it gets a power up for every friendly Dragon on the field. "Spirit of the Mountain" is a Magician, but it changes the field terrain to Mountain, which benefits Dragons. Look for other such out-of-class combos that can help your theme.



Shore Up Your Weaknesses

When building a theme Deck, make sure you look at the Deck for any weaknesses you can find. For example, a Spell Deck is highly vulnerable to monsters. Because you are adding so many Spell Cards to your Deck, you really don't have room for lots of monsters. And you probably don't have room or Deck Capacity for strong monsters to supplement your attack. In this case, recognize your weakness to enemy monsters and add in some high-DEF monsters, like "Giant Soldier of Stone" or "Big Shield Gardna."

Another example of a Deck with a weakness is a Dinosaur-based Deck. Many Dinosaurs are Earth aligned and would be weak against Wind-aligned monsters, so mix in Dinosaurs of other alignments, and put in some Monster Removal Cards just in case you need to kill the opponent's Wind creatures in a pinch. A Machine Deck, for example, would be vulnerable on Sea terrain, so add a terrain-altering card or two just in case.



If your strategy is Spell Cards, "Exodia," or "Destiny Board," you'll need high-DEF monsters to buy time.

Best Cards in Each Category

The following cards are among the best in their categories, such as Monster Removal, Healing, and Card Drawing. If you want to find out what the best DEF monster without a Tribute cost is, you can look it up here. If you want to see which Direct Damage Spell Cards you should add to your Deck, you'll find recommendations here.

These lists aren't comprehensive, but they do give you many of the best cards available for the given role. If you see a card you want to add to your Deck, refer to its entry in Chapter 4 to see whether you can add it to your Deck given your current Deck Capacity and Duelist Level.

* NOTE

Some Effect monsters, Trap Cards, and Spell Cards say that they power up or power down a monster by one or two levels. What this actually means is that it raises or lowers the target monster's ATK and DEF by 500 points for every level, to a minimum of zero. So a creature with 800 ATK and DEF would become a 0 ATK/0 DEF monster, while a 2000 ATK/1000 DEF monster would be reduced to 1000 ATK/0 DEF.



Direct Damage

- Ookazi (Spell Card)
- Restructor Revolution (Spell Card)
- Tremendous Fire (Spell Card)
- Catapult Turtle (Effect Monster Card)
- Des Volstgalph (Effect Monster Card)
- Exarion Universe (Effect Monster Card)
- Reflect Bounder (Effect Monster Card)
- Obelisk the Tormentor (Effect Monster Card)



Healing Cards

- Goblin's Secret Remedy (Spell Card)
- Soul of the Pure (Spell Card)
- Fairy's Gift (Effect Monster Card)
- Lady of Faith (Effect Monster Card)
- Skull Mark Lady Bug (Effect Monster Card)



Trap Removal

- Harpie's Feather Duster (Spell Card)
- Heavy Storm (Spell Card)
- Jinzo (Effect Monster Card)
- Reaper of the Cards (Effect Monster Card)



Spell Card Removal

- Harpie's Feather Duster (Spell Card)
- Heavy Storm (Spell Card)

Monster Removal

- Acid Trap Hole (Trap Card)
- Torrential Tribute (Trap Card)
- Widespread Ruin (Trap Card)
- Beckon to Darkness (Spell Card)
- Dark Hole (Spell Card)
- Raigeki (Spell Card)
- Barrel Dragon (Effect Monster Card)
- Battle Ox (Effect Monster Card; Pyro monsters only)
- Beastking of the Swamps (Effect Monster Card)
- Crush Card (Effect Monster Card; 1500 ATK or higher only)
- Des Volstgalph (Effect Monster Card)
- Dragon Seeker (Effect Monster Card; Dragons only)
- Gilford the Lightning (Effect Monster Card)
- Fiend's Hand (Effect Monster Card)
- Flame Swordsman (Effect Monster Card; Dinosaurs only)
- Zombyra the Dark (Effect Monster Card)
- Obelisk the Tormentor (Effect Monster Card)



Cards That Temporarily Freeze Monsters

- Nemuriko (Effect Monster Card)
- Electric Lizard (Effect Monster Card)
- Illusionist Faceless Mage (Effect Monster Card)
- Invitation to a Dark Sleep (Effect Monster Card)
- Messenger of Peace (Spell Card)

Cards That Let You Control Enemy Monsters

- Brain Control (Spell Card)
- Change of Heart (Spell Card)
- Monster Reborn (Spell Card)
- Dark Necrofear (Effect Monster Card)

Best Non-Tribute Monsters

- Jirai Gumo (2200 ATK; 384 Deck Cost)
- Zombyra the Dark (2100 ATK; 350 Deck Cost)
- Boar Soldier (2000 ATK; 319 Deck Cost)
- Dark Elf (2000 ATK; 319 Deck Cost)
- Nuvia the Wicked (2000 ATK; 319 Deck Cost)
- Panther Warrior (2000 ATK; 319 Deck Cost)
- Flash Assailant (2000 ATK; 319 Deck Cost)
- Gemini Elf (1900 ATK; 289 Deck Cost)
- Thunder Nyan-Nyan (1900 ATK; 289 Deck Cost)
- Vorse Raider (1900 ATK; 289 Deck Cost)
- Dark Zebra (1800 ATK; 260 Deck Cost)
- Dunames Dark Witch (1800 ATK; 260 Deck Cost)
- Gearfried the Iron Knight (1800 ATK; 260 Deck Cost)



Best One-Tribute Monsters

- King of Yamimakai (2600 ATK/331 Deck Cost)
- Cyber-Tech Alligator (2500 ATK/279 Deck Cost)
- Mystical Beast Serket (2500 ATK/279 Deck Cost)
- Summoned Skull (2500 ATK/279 Deck Cost)
- Toon Summoned Skull (2500 ATK/279 Deck Cost)
- Amphibian Beast (2400 ATK/231 Deck Cost)
- Jinzo (2400 ATK/231 Deck Cost)



Best Two-Tribute Monsters

- Meteor B. Dragon (3500 ATK/229 Deck Cost)
- Perfectly Ultimate Great Moth (3500 ATK/255 Deck Cost)
- Valkyrior the Magnet Warrior (3500 ATK/357 Deck Cost)
- Masked Beast Des Gardius (3300 ATK/168 Deck Cost)
- The Masked Beast (3200 ATK/142 Deck Cost)
- Blue-Eyes White Dragon (3000 ATK/95 Deck Cost)
- MetalZoa (3000 ATK/95 Deck Cost)
- Toon Blue-Eyes White Dragon (3000 ATK/95 Deck Cost)



Best Three-Tribute Monsters

- F.G.D.
(5000 ATK/169 Deck Cost)
- Master of Dragon Soldier
(5000 ATK/169 Deck Cost)
- Blue-Eyes Ultimate Dragon
(4500 ATK/255 Deck Cost)
- Slifer the Sky Dragon
(4000 ATK/0 Deck Cost)
- Winged Dragon of Ra
(4000 ATK/0 Deck Cost)
- Obelisk the Tormentor (4000 ATK/0 Deck Cost)



Best Non-Tribute DEF Monsters

- Big Shield Gardna
(2600 DEF/532 Deck Cost)
- Castle of Dark Illusions
(2500 DEF/493 Deck Cost)
- Aqua Madoor
(2000 DEF/319 Deck Cost)
- Banisher of the Light
(2000 DEF/319 Deck Cost)
- Earthbound Spirit
(2000 DEF/319 Deck Cost)
- Flash Assailant (2000 DEF/319 Deck Cost)
- Giant Soldier of Stone (2000 DEF/319 Deck Cost)
- Humanoid Slime (2000 DEF/319 Deck Cost)
- Mystical Elf (2000 DEF/319 Deck Cost)
- Prevent Rat (2000 DEF/319 Deck Cost)
- Spirit of the Harp (2000 DEF/319 Deck Cost)



Best One-Tribute DEF Monsters

- Labyrinth Wall
(3000 DEF/585 Deck Cost)
- Millennium Shield
(3000 DEF/255 Deck Cost)
- Metal Guardian
(2800 DEF/449 Deck Cost)
- Beast of Gilfer
(2500 DEF/279 Deck Cost)
- Total Defense Shogun
(2500 DEF/279 Deck Cost)



Best Two-Tribute DEF Monsters

- Valkyrior the Magnet Warrior (3850 DEF/357 Deck Cost)
- Perfectly Ultimate Great Moth (3000 ATK/255 Deck Cost)
- Wall Shadow (3000 DEF/95 Deck Cost)



Best Three-Tribute DEF Monsters

- F.G.D.
(5000 DEF/169 Deck Cost)
- Master of Dragon Soldier
(5000 DEF/169 Deck Cost)
- Slifer the Sky Dragon
(4000 DEF/0 Deck Cost)
- Winged Dragon of Ra
(4000 DEF/0 Deck Cost)
- Obelisk the Tormentor
(4000 DEF/0 Deck Cost)



Ritual Monsters

No matter how strong a Ritual monster is, it has a 255 Deck Cost. But you can summon it for much cheaper by using just the Ritual Spell Card, which costs 0 points, and the component monsters for them, which are usually cheap as well. Even better, you don't need to add the Ritual monster to your Deck in order to use the Ritual Spell Card, as long as you have the one monster specified in the card description in your Deck. If you have a low Deck Capacity, consider using Ritual Spell Cards to pump up your Deck. Here are some great Ritual monsters.

- Millennium Shield
(requires One-Eyed Shield Dragon)
- Cosmo Queen (requires Queen of Autumn Leaves)
- Sengenjin
(requires Hitotsu-Me Giant)



Cards That Let You Draw More Cards

- Pot of Greed
(Spell Card)
- Amazon Chain Master
(Effect Monster Card)
- Skelengel (Effect Monster Card)
- Goddess of Whim
(Effect Monster Card)



Good Recon Cards (reveal enemy hand or cards on field)

- Dark-Piercing Light (Spell Card)
- The Inexperienced Spy (Spell Card)
- Monster Eye (Effect Monster Card)

Terrain-Altering Effect Monsters

- Castle of Dark Illusions (Dark)
- Curse of Dragon (Wasteland)
- Giant Soldier of Stone (Normal)
- Kairyu-Shin (Sea)
- Spirit of the Mountain (Mountain)
- Trent (Forest)



Good Miscellaneous Cards

- Goblin Fan (reflects Direct Damage Spell Card back at opponent)
- Monster Reborn (revive last opponent's monster killed)
- Mammoth Graveyard (powers down all enemy monsters)
- Doron (can clone itself)
- Revival Jam (can clone itself)



* NOTE

Some cards are no longer very useful in *The Sacred Cards*. "Monster Reborn" requires special consideration now. You can no longer search your Graveyard or your opponent's for a card. Now, the last opponent's monster killed is resurrected with "Monster Reborn," so only use it right after you've killed one of your opponent's best monsters.

TIP

This combo can really devastate an opponent. If you have a cloning Monster Card like "Doron" or "Revival Jam," a Trap Card, and a two-Tribute monster in your hand, you can summon that huge Tribute monster by round two. Here is how you do it. On your first turn, summon your "Doron" and activate its effect. Also set your Trap Card so that during your opponent's turn, if he attacks, you'll destroy the attacker and save your two "Dorons." Then, on your second turn, sacrifice both "Dorons" for your two-Tribute monster. If you follow the advice in this chapter and only put in the best of the two-Tribute monsters, that could mean you have a "Blue-Eyes White Dragon" or "Cosmo Queen" on the field by round two!



Monsters That No Longer Have Effects

* NOTE

This is only a partial list of former Effect Monster Cards. Many more monsters than these have had their effects removed. Consult Chapter 4 if you are looking to see whether a specific card was changed.

- Giant Germ
- Hane-Hane
- Last Warrior from Another Planet
- Magician of Faith
- Man-Eater Bug
- Mask of Darkness
- Nimble Momonga
- Penguin Soldier
- Sangan
- Witch of the Black Forest



CAMPAIGN WALKTHROUGH

In *Yu-Gi-Oh! The Sacred Cards*, you are one of many great Duelists vying for the title of Duel King. You are also best friends with Joey and Yugi, and as the game begins, you are talking with your friends about the upcoming Dueling tournament.

The competition will be fierce. Other Duelists are also contending for the title, including old adversaries like Mai Valentine, Weevil Underwood, and Seto Kaiba. The ubiquitous Ghouls, led by Marik Ishtar, are also once again crashing the tournament in search of rare cards.

The tournament doesn't begin right away, giving you a chance to explore the Clock Tower Square area where you begin the game.



TIP

To start the tournament, go to the following Duelists in the Clock Tower Square area and challenge them to a Duel by pressing [R]. They are: Weevil Underwood, Mai Valentine, Bonz, Mako Tsunami, and Yugi Muto. After you challenge them, go to the Clock Tower, and the tournament begins.



Campaign Basics

Saving the Game



To save your game, press [A]. You can only have one game saved at a time. If you begin a new game at the opening screen, you will immediately erase your current saved game.

Challenging a Duelist

To talk to a Duelist, you just press [A]. If you wish to challenge someone to a Duel, then press [R]. If they are available to Duel, then you'll be taken immediately to the Ante Screen, where you can offer a card as ante for the Duel. Then the Duel begins. The first person to go is chosen randomly.

Adding Cards to Your Deck

At the very beginning of the game, there are no cards in the Card Shop. But after you win a Duel, new cards will appear there and you can start purchasing cards to improve your Deck. Keep returning to the Card Shop after several victories to see what new inventory it has. Improving your Deck is the only way you will eventually be strong enough to beat the tougher Duelists in the game.

The Tournament Begins

As soon as the tournament begins, begin exploring the World Map and Dueling other contestants. Initially, three areas are open to you: Clock Tower Square, Art, and Card Shop. More areas become available on the World Map as you win more Locator Cards.



In order to advance to the finals, you must find five Locator Cards to add to the Locator Card you already start with. This will give you a total of six, which is the number you need to advance to the finals. The most efficient way to complete this leg of the tournament is to go through each area and battle all the named Duelists in the area for their Locator Cards before moving on.

Finding Your First Three Locator Cards

NOTE

Locator Cards

Advancing to the second stage of the game requires you to find all six Locator Cards. Here are the Duelists who have them and where they're located.

You: You start out with one	Bonz: Clock Tower Square
Espa Roba: Clock Tower Square	Mako Tsunami: Aquarium
Rex Raptor: Clock Tower Square	Weevil Underwood: Park

You can find the first three Locator Cards in the Clock Tower Square area. The named Duelists who have them are: Rex, Bonz, and Espa Roba. It doesn't matter in what order you defeat them. However, there are certain conditions that must be met before you can Duel them. You can read those conditions, and tips on beating them, in the next section detailing the World Map and the Duelists.



TIP

If you are ever stuck in the game, go back to Grandpa's Game Shop, or talk to some common Duelists in the different areas. You might have missed someone that could trigger the next event.

Finding the Fourth Locator Card



After you attain all three Locator Cards in Clock Tower Square, move on to the Park area, which opens on the World Map once you acquire your third Locator Card. There you will find your fourth Locator Card, held by Weevil.

After defeating Weevil, provided you have also completed the two Ghouls events (see below), the Bridge and Building areas will open on the World Map.

TIP



Talk to this Duelist and tell him where Yugi is. If you do, he will return the favor and tell you that Mai is at the Building. She will then appear there and you can Duel her.

This timid Duelist needs encouragement. Tell her to keep at it, and she'll tell you that Mako is at the Aquarium. She gives you her last card if you tell her to give it up, but it's only "The Unhappy Maiden."



The Bridge and Building

Now that the Bridge and Building are open, it's time to trigger the third Ghouls event and get your fifth and final Locator Card.

Go to the Bridge, where you will see Kaiba trouncing a Duelist. After exchanging a few words with Kaiba, explore the rest of the Bridge and you will find Strings. Defeat him and you will not only learn about the mastermind of the Ghouls, but you will also unlock the Aquarium.



NOTE

You can actually explore the Bridge and Building in any order you want, but you need to complete the Bridge event before the Aquarium opens. And then, you need to talk to Joey at the Building before you can Duel Mako at the Aquarium. If you go to the Aquarium first, Mako says he won't Duel you until he beats Joey.



Go back to Grandpa's Shop to talk to Yugi about beating Strings and then walk to the Building. You can Duel Mai if you made the right choice at the Park with the common Duelist. But you're really here to talk to Joey.

The Final Locator Card

After you talk to Joey, he goes to the Aquarium. Follow him there. At the Aquarium, you'll find Mako, the last named Duelist with a Locator Card. After he defeats Joey, it's time for you to take him on.



NOTE

Mako might not Duel you the first time you challenge him. He wants to see what you are made of first, so Duel Joey and his groupie before challenging him.

If you can beat Mako and his Sea Deck, then you'll get your last Locator Card and move on to the tournament finals!

Ghouls!

The Ghouls are out to steal all the rare cards they can find and disrupt the tournament. They are in fact a huge part of the story. Some areas of the World Map don't open until you've completed the Ghouls story arc.

There are two possible Ghouls encounters that are required to open up the game's later areas after the Park becomes available. You must (1) defeat Arkana, and (2) defeat Rare Hunter.

NOTE

After every battle with a Ghoul, return to Grandpa's Game Shop so you can talk to your friends about what you've learned.

Ghouls! (continued)

Arkana

Arkana shows up after you defeat the common Duelist in the square south of the Clock Tower. Talk to him after you beat him and he tells you about a GhouL haunting the Card Shop. Go there and you'll fight Arkana.



Rare Hunter

Rare Hunter shows up after you acquire your second Locator Card. After this happens, he kicks Bonz out of the Graveyard. You have to then go to the Graveyard and defeat Rare Hunter.



Both times, you will learn more about the Ghouls, why they are disrupting the tournament, and who their leader is. You also need to Duel and win against both Ghouls before you can move on to the Building and Bridge.

Strings

Once the Bridge opens, you must then complete the third GhouL event. Go to the far north square in the Bridge and you will battle Strings. Doing that opens the Aquarium.



The Kidnapping

Once you have all six Locator Cards, head back to Grandpa's Game Shop. But when you arrive, you find out that Joey and Tea have gone missing. Grandpa and Yugi suspect foul play, and to confirm your suspicions, a GhouL arrives and tells you that they've kidnapped both of them. If you want to see them alive, you'll have to give up your cards and quit the tournament! You can't give in to their demands, so it's off to beat the Ghouls and rescue your friends.



* NOTE

Once the kidnapping event occurs, several areas undergo changes. Many common Duelists have their dialogues refreshed, some areas are abandoned, and some areas are now overrun by Ghouls.

Aquarium: The Aquarium is now deserted except for two Ghouls. One is standing beside the orca pool, while the other is in the stands to the north.

Art: Three Ghouls now guard the Art Museum. Only one is available to Duel, however.

Bridge: The area is deserted except for two Ghouls. One is in the first square, and the second is in the square where you Dueled Strings.

Building: Mai is now gone. Otherwise, it is the same.

Card Shop: There are no significant changes here. There are no Ghouls.

Clock Tower Area: The Espa Brothers and Bonz have been kicked out of their turf by Ghouls. There are two Ghouls here: at the Graveyard, and in the alley north of the Clock Tower.

Park: There are no significant changes to this area. There are no Ghouls here.

By now, the Ghouls have taken over the city. To find Joey and Tea, you'll need to Duel every GhouL and find out what they know. Explore the World Map again, because some areas are now populated with Ghouls.



* NOTE

When you defeat a GhouL in an area, he will leave. But if you return to the area, the GhouL will be there again. You can keep Dueling them over and over this way.

Go to each area on the World Map and defeat any Ghouls there. When you have beaten them all, head to the Park.

Bandit Keith

Previously, the Park was free of Ghouls, but now it is overrun. There is a GhouL in each square; in Weevil's square, you see an unlikely GhouL member: Bandit Keith.

After you enter Weevil's square, you see him lose to Keith in a Duel. As Weevil runs away with his tail between his legs, Bandit Keith turns to you and forces a Duel.





Finding Seto

When you arrive outside Grandpa's Shop, you'll see that Yugi is already there with Tristan and Mai. Mai suggests that Seto should be able to track down Joey with the Kaiba Corp computers. Now you've got your first real lead.



need to first talk to Mokuba, but he isn't here. It's time to go exploring again.

Mokuba



Mokuba is at the Building, so head over there. Once you arrive, you'll see two Ghouls harassing poor Mokuba. It's Lumis and Umbra.

They challenge you to a Duel atop the Building roof. Once there, you have to Duel one of them. You can choose to Duel Lumis or Umbra, but they both share the same Deck. Yugi Duels the other.



If you win, then Marik appears again, speaking through them. He tells you that it is his Millennium Rod that has enabled him to brainwash people into becoming his Ghouls. Joey and Tea are but the latest of his conquests. Once Umbra and Lumis fall over from Marik's possession, it's time to

resume the hunt for Joey and Tea. Mokuba is waiting below on the third floor of the building and tells you to find Seto at the Art Museum.

The Pier



At the Art area, Seto uses his computer to track Joey. He's at the Pier. At this point, the Pier area shows up on your World Map.



Go to the Pier and you'll see that Bandit Keith and four Ghouls are already waiting for you. Yugi takes on the Ghouls while you Duel Keith.

After beating Keith, rush forward through two more squares and you'll arrive at the Loading Dock square, where Joey and Tea are waiting. Joey is being possessed by Marik, and he is using Tea as bait to force you to Duel Dark Joey.

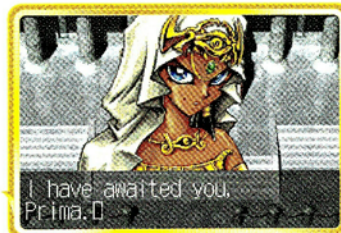


If you can defeat Dark Joey, you will free both of them. You appear back at Grandpa's Shop, ready to move on to the tournament finals!

The Tournament Finals

After the kidnapping has been resolved, the tournament is ready to begin. The whole city is abuzz. But Joey still needs to find his last Locator Card. While he does that, you can explore the city.

To trigger the tournament finals, you must go to the Art Museum. When you arrive, Ishizu Ishtar walks out of the museum to greet you.



She beckons you to follow her inside the museum, and when you do, she explains the history of Dueling, and the truth behind Marik's origins and his evil plan. She wants you to stop him, but to prove your worth you must Duel her and then Kaiba.



Marik Reveals Himself



You'll automatically go there, and as you walk from the outside into the stadium, you'll see an airship about to depart. The finals will take place in the air above Battle City! Waiting there are all the finalists: You, Yugi, Joey, Kaiba, Namu, Bakura, Mai, and Odion, who is pretending to be Marik Ishtar. There are also some spectators coming along for the ride: Mokuba, Tea, Tristan, and Kaiba's guard, Roland.



Once in the air, it's time to Duel. Yugi Duels Bakura first and wins. Then you battle Odion, and defeat him, revealing that he is only a puppet of Marik. Of course, Marik is actually Namu! Once Marik is exposed, he Duels Joey and beats him. Finally, Kaiba defeats Mai. With the semifinals set, the finals change to a new venue.

The Final Stage

The final area of the World Map opens up: Kaiba Corp Island. Here, the final battle takes place as the four Duelists prepare to see who will become Duel King. Although Yugi and Kaiba are strong, in the end, it will come down to you versus Marik.



Now is your chance to save the world from Marik's evil scheme and crown yourself Duel King of Battle City in the process. Although the final Duel is your biggest challenge yet, all your matches up to this point have prepared you for this one moment.



If you can win the final Duel and drive the evil from Marik's body, you'll win the tournament, save Battle City, and earn the praise and respect of your fellow Duelists. You will finally become the one and only Duel King!



World Map Overview

There are two types of maps in *Yu-Gi-Oh! The Sacred Cards*: the World Map and local maps. Local maps are the areas that show up as dots on the World Map. When you go to them, you'll find they consist of one or more screens linked together. You go to the World Map to decide which area to explore, and then wander around the local map of each area to talk to people and challenge Duelists.



The beginning World Map is small, but eventually will encompass ten areas.

Battle City

Here is a general overview of the different areas you can explore in the World Map. They are listed in order of when you unlock them. You'll find each area detailed with the following information:

- **Common Duelists:** Whether there are ordinary Duelists to play here or not. Some areas have many Duelists, others have few, and some have none. Unlike named Duelists, you can only Duel them once. They also use the same Decks. Common Duelists give you an easy way to practice and earn cards and levels, without taking on big risks.
- **Named Duelists:** Duelists from the Yu-Gi-Oh! TV show, as well as main characters with names. They include such familiar names as Joey, Rex Raptor, Mai, and new people like Bonz. Named Duelists do not usually move from the area they occupy. Unlike with common Duelists, you can return to the area to Duel named Duelists as often as you like. Named Duelists also give you more levels and points than do common Duelists.
- **Cameos:** Famous characters who show up once in the area and then leave, or who stay there but can't be Dueled. For example, Joey does not stay in the Clock Tower area, but you will be able to Duel him once as a triggered event. He will then leave. Another named cameo in the Clock Tower area is Grandpa. You cannot Duel him, but you can talk to him.
- **Number of Screens:** The number of screens in the area. Small areas like Art only have one screen to explore, while huge areas like the Clock Tower have over a dozen.
- **Special Activities:** What you can do besides Duel in the given area. For example, you can also buy cards at the Card Shop area, and save your game at the Clock Tower area.
- **Unlock Conditions:** What you must do to reveal this area on the World Map.

Clock Tower Square

- **Common Duelists:** Many
- **Named Duelists:** Bonz, Duel Machine, Espa Roba, Rex Raptor, Roland, Tristan
- **Cameos:** Joey, Kaiba, Mokuba, Namu, Yugi
- **Number of Screens:** 15
- **Special Activities:** Save games
- **Unlock Conditions:** Available immediately

Art

- **Common Duelists:** Few
- **Named Duelists:** None
- **Cameos:** Bakura, Ishizu, Kaiba
- **Number of Screens:** 2
- **Special Activities:** None
- **Unlock Conditions:** Available immediately

Card Shop

- **Common Duelists:** Few
- **Named Duelists:** None
- **Cameos:** Arkana
- **Number of Screens:** 3
- **Special Activities:** Buy and sell cards
- **Unlock Conditions:** Available immediately

Park

- **Common Duelists:** Many
- **Named Duelists:** Weevil
- **Cameos:** Bandit Keith, Strings
- **Number of Screens:** 4
- **Special Activities:** None
- **Unlock Conditions:** Acquire the three Locator Cards in Clock Tower Square

Bridge

- **Common Duelists:** Many
- **Named Duelists:** None
- **Cameos:** Kaiba, Strings
- **Number of Screens:** 4
- **Special Activities:** None
- **Unlock Conditions:** Win fourth Locator Card in Park; beat Arkana and Rare Hunter; talk to Namu at Grandpa's Shop in Clock Tower Square

Building

- **Common Duelists:** Many
- **Named Duelists:** Mai
- **Cameos:** Joey, Mokuba
- **Number of Screens:** 5
- **Special Activities:** None
- **Unlock Conditions:** Win fourth Locator Card in Park; beat Arkana and Rare Hunter; talk to Namu at Grandpa's Shop in Clock Tower Square

Aquarium

- **Common Duelists:** Few
- **Named Duelists:** Joey, Mako
- **Cameos:** Magnum, Mai
- **Number of Screens:** 3
- **Special Activities:** None
- **Unlock Conditions:** Beat Strings at Bridge

Pier

- **Common Duelists:** None
- **Named Duelists:** Bandit Keith, Mako
- **Cameos:** Dark Joey
- **Number of Screens:** 5
- **Special Activities:** Rescue Joey and Tea
- **Unlock Conditions:** Speak to Seto after triggering Kidnapping event

Stadium Site

- **Common Duelists:** None
- **Named Duelists:** Odion
- **Cameos:** Bakura, Joey, Kaiba, Mai, Marik, Mokuba, Namu, Roland, Tea, Tristan, Yugi
- **Number of Screens:** 9
- **Special Activities:** Tournament finals
- **Unlock Conditions:** Resolve kidnapping event; speak to Ishizu at Art

Kaiba Corp Island

- **Common Duelists:** None
- **Named Duelists:** Marik, Yugi
- **Cameos:** Bakura, Joey, Kaiba, Mai, Mokuba, Namu, Roland, Tea, Tristan
- **Number of Screens:** 4
- **Special Activities:** Tournament finals
- **Unlock Conditions:** Defeat Odion in finals

Area Descriptions

Clock Tower Square



This is the largest area in the game and where you will spend most of your time, especially in the beginning. This is also where your house is and where you can save the game.



Three important places in Clock Tower Square are the Graveyard, Grandpa's Game Shop, and the Kaiba Corp office. Behind Kaiba Corp is a room where Mokuba has also set up a Duel Machine for practicing Dueling.

Three named Duelists are here: Bonz, Espa, and Rex. You should Duel them in that order. Tristan is also here. Of all the areas, this one has the most ordinary Duelists. If you are ever stuck, come here to see if there is anyone to talk to. Both the kidnapping and tournament finals start at Grandpa's Shop.



Art

The Art Museum is closed off for much of the game. If you come here in the beginning of the game, before you get any Locator Cards, you can Duel Bakura, but only once. The one common Duelist here uses the Clock Tower Square Deck.



During the Kidnapping event, you come here to find Seto for help. And after the Kidnapping is resolved, you will come here to meet Ishizu Ishtar, who tells you the history of the Dueling cards, and gives you an Egyptian God Card.



Card Shop



The Card Shop is where you go to buy new cards or to sell old ones. It is also where you go to fight Arkana, after talking to the ordinary Duelist in the Clock Tower Square. There is only one common Duelist to fight

here. He uses the same Deck as the Clock Tower Duelists. One other Duelist you can fight once you dispatch Arkana is the Card Shop Owner. He will Duel you as often as you like, but he doesn't offer the rewards of playing a named Duelist.

Park

The Park becomes available once you win all three Locator Cards at the Clock Tower Square. Then, you can go here to Duel Weevil and his disciples. You can also Duel some common Duelists here who give you clues as to where Mai and Mako are hiding. Strings shows up here as well but is unavailable to Duel.



Later, during the Kidnapping episode, you will come here after defeating the regular Ghouls around the city so that you can Duel against Bandit Keith.



Bridge



The Bridge doesn't have very many common Duelists. But when you first come here, you will see Kaiba Dueling. You also Duel Strings here, which unlocks the Aquarium area and furthers the Ghoul plot.

Building

This is an arcade and game company. Many common Duelists hang out here, and so does Mai, although you can only Duel her once here, and only if you talked to the right Duelist at the Park. Joey is also hanging out here in case you need to find him to trigger your Duel with Mako. During the Kidnapping episode, you will come here to find Mokuba and Duel Lumis and Umbra.



Aquarium

The Aquarium is unlocked after you beat Strings at the Bridge. Mako is here, along with a small handful of common Duelists. You will find the final Locator Card here. After the Kidnapping episode is resolved, you can come back here to trigger an optional event. Mai is being aggressively courted by her admirer, Magnum, and you need to Duel him to keep him away.



Pier



The Pier can only be unlocked during the Kidnapping episode. Thereafter, it stays on the Map. You will fight Bandit Keith here a second time and rescue Joey and Tea.



After the Kidnapping is resolved, you will find Bandit Keith and Mako permanently stationed here. Bandit Keith's square is hard to see; it's the warehouse immediately to your right when you enter the Pier.

Stadium Site

This area becomes available after you visit Ishizu at the Art Museum. You come here as part of the tournament finals event. The finals take place on an airship, which is technically part of this area.



When you return here, you will find the airship has an elevator, a bunch of hospital rooms, and the roof, where the finals are taking place. If you lose, come back here for a rematch. There are no common Duelists here.

Kaiba Corp Island



The final area on the World Map, it becomes available after Marik reveals himself. The ultimate showdown between you and Marik Ishtar takes place here.

For more information on the named Duelists in each

area, including a list of their cards, strategies, and what rewards you get when you beat them, continue to the next section. You'll also find sample card lists for the common Duelists of each area.

Duelists

Every Duelist in the game shares a few common characteristics. Their Decks each contain 40 cards. However, in each entry, you might notice less than 40 cards listed under sample cards. That's because the Duelist usually has two to three copies of each card listed, unless it is a 5-star or higher monster. For named Duelists, there might be more than 40 cards. That just means the Duelist has a pool of cards from which it draws, which varies slightly between Duels. But they too have multiple copies of each card. It varies from Duel to Duel, but the cards listed are the ones you will see the Duelist using.

Spoils of Victory

Beating a Duelist gives you four rewards: Deck Capacity points, dominos, an ante card, and Duelist levels.

Deck Capacity points and Duelist levels are fixed for every Duel you win: You always get five Deck

Capacity points for beating a common Duelist. You also get +1 or +2 Duelist levels for beating a common Duelist; the number alternates between Duels.



The domino reward varies greatly between common Duelists, and even with the same Duelist you'll get a range of money instead of a set amount each time you

Duel them. The ante card is randomly determined and doesn't necessarily have to come from the sample cards in the Duelist's Deck. For named Duelists, the rewards are greater. You get more Deck Capacity points for defeating them, many more dominos, better cards, and at least double the Duelist levels.

Common Duelists

The common Duelists in each area share Decks. So no matter which common Duelist you play, they will all have the same cards. That way, you can build a strategy around playing a whole area without having to swap out cards between every Duel. Some areas even share a Deck



between their common Duelists. Common Duelists typically give you anywhere from 100 to 800 dominos for beating them. The amount is very low in Clock Tower Square and increases to the 400s to 500s in the other areas.

Named Duelists



Named Duelists include individuals like Yugi and Kaiba. Most of them hang out in a given area, but some will occasionally move their locations. In general, beating a named Duelist will give you 30 Deck Capacity points

the first time you win, and 10 Deck Capacity points every Duel thereafter. In addition, your first victory earns you +10 Duelist levels and every win after that gets you +3 or +4 Duelist levels. If you want to improve your Deck Capacity and level rapidly, always Duel named Duelists. Many can be Dued as often as you like, unlike common Duelists. However, there are some named Duelists who give ordinary rewards, as though they were common Duelists. These Duelists include: Bakura, Joey, Mai, and Yugi.

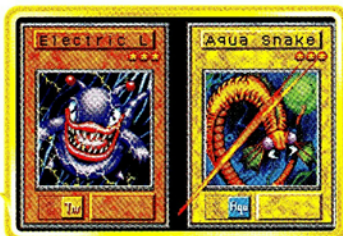
Common Duelists Revealed Aquarium Duelists



Unlike other common Duelists, Aquarium Duelists have a terrain advantage. They begin all their Duels on Sea terrain, which pumps up the Fish and Aqua cards in this Deck to the 1100 and 1300 ATK ranges.

While not overwhelmingly huge, that's still pretty strong considering Deck Capacity limits, so you'll probably only have a few monsters stronger than that. If you get lucky and draw a 1500+ ATK monster right away, then you won't have to worry. But if you end up unlucky and don't get a monster that strong until a few rounds pass, the Aquarium Duelists will overwhelm you with their mid-range monsters.

Use Trap Cards to slow down the Aquarium Duelist offensive, because it only takes a few 1200 ATK monsters to kill you. "Bear Trap" and "Invisible Wire" should do the trick, more so than healing cards, especially because this Deck has the Trap Card, "Bad Reaction to Simochi," which turns your healing into damage against you.



Also, try to alter the terrain with a Spell Card. This will instantly bring this Deck back down to size.

Lastly, use Thunder monsters against this Deck for an easy victory, but remember that he has a few Earth monsters to counter your Thunder. Do not go up against this Deck with Pyro-aligned monsters.

Sample Cards: Aquarium Duelists

Card	Type	Align	ATK	DEF	Level
Aqua Snake	Aqua	Aqua	1050	900	3
Bad Reaction to Simochi	Trap	—	—	—	—
Beaked Snake	Reptile	Aqua	800	900	3
Dorover	Aqua	Aqua	900	800	3
Drooling Lizard	Reptile	Aqua	900	800	3
Eatgaboon	Trap	—	—	—	—
Flying Fish	Fish	Wind	800	500	4
Liquid Beast	Aqua	Aqua	950	800	3
Mechaleon	Reptile	Aqua	800	600	2
Penguin Knight	Aqua	Earth	900	800	3
Root Water	Fish	Aqua	900	800	3
Water Element	Aqua	Aqua	900	700	3
Wetha	Aqua	Aqua	1000	900	3
White Dolphin	Fish	Aqua	500	400	2

Bridge Duelists

There are only three Bridge Duelists and they use an Aqua Deck made up entirely of Aqua-type monsters. These monsters aren't very powerful, with most of them having around 900 ATK power. However, these monsters will slaughter Thunder-aligned cards, so remove all Thunder monsters before battling the Bridge Duelists.

The only spells this Deck really uses are "Hinotama" and "Red Medicine," but the LP attack and LP boost are negligible. By the time you get to the Bridge, you should have plenty of monsters above 1000 ATK to play in Attack Position without worrying about retaliation. Also, using Thunder-aligned monsters is a very easy way to beat this Deck, since Aqua-aligned monsters die instantly to Thunder no matter how strong the monsters. But still, as long as you use ATK 1000 or higher monsters, you will have no problem beating this Deck.

Sample Cards: Bridge Duelists

Card	Type	Align	ATK	DEF	Level
Boneheimer	Aqua	Aqua	850	400	3
Dorover	Aqua	Aqua	900	800	3
Hinotama	Spell	—	—	—	—
Kanikabuto	Aqua	Aqua	650	900	3
Liquid Beast	Aqua	Aqua	950	800	3
Penguin Knight	Aqua	Aqua	900	800	3
Penguin Soldier	Aqua	Aqua	750	500	2
Red Medicine	Spell	—	—	—	—
The Furious Sea King	Aqua	Aqua	800	700	3
Turtle Raccoon	Aqua	Forest	700	900	3
Twin Long Rods #1	Aqua	Fiend	900	700	3
Twin Long Rods #2	Aqua	Aqua	850	700	3
Water Element	Aqua	Aqua	900	700	3
Zarigun	Aqua	Aqua	600	700	2

Building Duelists

The Building Duelists, of which there are many, all use a Thunder and Machine Deck. Most of their monsters are pretty weak, with ATK ranges below 900. But two monsters require special mention. "Blast Juggler" is a 1400 ATK monster with no Tribute cost, so you will occasionally have to watch out for it. Considering Deck Capacity limits by the time you face Building Duelists, you will only have a few monsters stronger than that. But most of your monsters should be around 1000 ATK. Don't be afraid to set even 1000 ATK monsters in Attack Position, because this Deck only has one non-Tribute 1400 ATK monster, whereas you should have a few more than that.



The most powerful Monster Card in this Deck is the very tough "Gear Golem the Moving Fortress." It is a one-Tribute monster with a 2200 DEF! With all his other monsters being so weak, you might just keep attacking,

only to be rudely awakened by this defensive monster. However, its ATK is low, so as long as you have a one or two Tribute monster of 2300 ATK or higher, you should be fine. Otherwise, kill this Deck's monsters as soon as they are summoned so they cannot be sacrificed for "Gear Golem."

Because the cards in this Deck are mostly Fiend and Thunder-aligned, Light and Earth-aligned monsters will demolish it. But don't attack with Dreams or Aqua-aligned monsters, because these die instantly against the monsters in this Deck.

Sample Cards: Building Duelists

Card	Type	Align	ATK	DEF	Level
Blast Juggler	Machine	Pyro	1400	1400	4
Bolt Escargot	Thunder	Thunder	1400	1500	5
Cyber Commander	Machine	Fiend	750	700	2
Cyber-Stein	Machine	Fiend	700	500	2
Dharma Cannon	Machine	Fiend	900	500	2
Electric Lizard	Thunder/Effect	Thunder	850	800	3
Electric Snake	Thunder	Thunder	800	900	3
Gear Golem the Moving Fortress	Machine	Earth	800	2200	5
Hane-Hane	Beast	Wind	450	500	2
Hinotama	Spell	—	—	—	—
Jinzo #7	Machine	Fiend	500	400	2
Kaminarikozou	Thunder	Thunder	700	600	2
LaLa Li-oon	Thunder	Thunder	600	600	2
Mechanical Spider	Machine	Forest	400	500	2
Mega Thunderball	Thunder	Thunder	750	600	2
Red Medicine	Spell	—	—	—	—

Card Shop Owner



The Card Shop Owner is a curious individual. He has no name and he really has no impact on the story, so he isn't a named Duelist. But you can Duel him as often as you like after you defeat Arkana, and before the

tournament finals. He only gives you 5 Deck Capacity points when you beat him, but he is among the most lucrative assignments for common Duelists, giving you around 1000 dominos each time you beat him.

TIP

To Duel the Card Shop Owner, just press **[R]** to challenge him. He is a good way of getting money and is a common Duelist you can play over and over again.

His Deck consists mainly of Insect and Plant monsters, with some Beasts as well. The majority of his creatures are Forest-aligned, but he has some Wind-aligned cards as well. He is not a difficult Duelist to defeat. The only thing to do is make sure you do not have any Wind creatures in your Deck, as his Forest monsters will destroy them. But otherwise, you can play all your 800+ ATK monsters in Attack Position, batter him to 0 Life Points and win some easy rewards.

Sample Cards: Card Shop Owner Duelists

Card	Type	Align	ATK	DEF	Level
Air Marmot of Nefariousness	Beast	Fiend	400	600	2
Basic Insect	Insect	Forest	500	700	2
Bladefly	Insect	Forest	600	700	2
Dark Plant	Plant	Fiend	300	400	1
Dig Beak	Beast	Forest	500	800	2
Fire Grass	Plant	Pyro	700	600	2
Gale Dogra	Insect	Forest	650	600	2
Ganigumo	Insect	Forest	600	800	2
Griggle	Plant	Forest	350	300	1
Hane-Hane	Beast	Wind	450	500	2
Korogashi	Insect	Forest	550	400	2
Leghul	Insect/Effect	Forest	300	350	1
Little Chimera	Beast	Wind	600	550	2
Man-Eater Bug	Insect	Forest	450	600	2
Meotoko	Beast	Fiend	700	600	2
Rainbow Flower	Plant	Forest	400	500	2
Tentacle Plant	Plant	Forest	500	600	2
Winged Cleaver	Insect	Forest	700	700	2

Clock Tower Duelists

The Clock Tower Square Deck is used by all common Duelists in the three beginning areas: Art, Card Shop, and Clock Tower Square. It is an easy Deck to beat. The mix of cards is incredibly varied, and doesn't follow any class or alignment theme.

There are only one or two monsters with more than 500 ATK, so you can be confident of playing any of your monsters of 600 ATK or higher in Attack Position and just pummeling the common Duelist. Clock Tower Duelists are a very easy means of gaining Deck Capacity points, money, cards, and Duelist levels. There are no cards you need watch out for.



Sample Cards: Clock Tower Square Duelists

Card	Type	Align	ATK	DEF	Level
Ameba	Aqua	Aqua	300	350	1
Ancient Jar	Rock	Earth	400	200	1
Armed Ninja	Warrior	Aqua	300	300	1
Bat	Machine	Fiend	300	350	1
Dancing Elf	Fairy	Forest	300	200	1
Dark Plant	Plant	Fiend	300	400	1
Griggle	Plant	Forest	350	300	1
Kattapillar	Insect	Forest	250	300	1
Little Chimera	Beast	Wind	600	550	2
Magician of Faith	Magician	Light	300	400	1
Milus Radiant	Beast	Forest	300	250	1
Ooguchi	Aqua	Aqua	300	250	1
Shadow Specter	Zombie	Fiend	500	200	1
Queen's Double	Warrior	Earth	350	300	1
Sinister Serpent	Reptile	Aqua	300	250	1
Skull Servant	Zombie	Fiend	300	200	1
Steel Scorpion	Machine	Forest	250	300	1
Swordsman from a Foreign Land	Warrior	Earth	250	250	1
The Unhappy Maiden	Magician	Light	0	100	1
Zone Eater	Aqua	Aqua	250	200	1

Park Duelists

Park Duelists use a Deck consisting of quite a few Pyro monsters and some other classes. Because of this mix, you can't really kill them quickly with an opposed-alignment Deck as you could do with the

Building or Aquarium Deck. But these monsters are all very weak, so by playing your 700+ ATK monsters in Attack Position, you should have no problem wiping out these Duelists. Do not engage this Deck with Forest-aligned monsters, because it has enough Pyro monsters to kill a Forest-aligned Deck fairly swiftly.

They do give you much more money than the Clock Tower Duelists—around 400 to 500 each—so come here as soon as you can to cash in.



Sample Cards: Park Duelists

Card	Type	Align	ATK	DEF	Level
Curtain of the Dark One	Magician	Shadow	600	500	2
Droll Bird	Winged Beast	Wind	600	500	2
Eyemarmor	Warrior	Earth	600	500	2
Flamer Dancer	Pyro	Pyro	550	450	2
Hinotama Soul	Pyro	Pyro	600	500	2
Korogashi	Insect	Forest	550	400	2
LaLa Li-on	Thunder	Thunder	600	600	2
Little Chimera	Beast	Wind	600	550	2
Mooyan Curry	Spell	—	—	—	—
Muka Muka	Rock	Earth	600	300	2
Star Boy	Aqua	Aqua	550	500	2
Weather Control	Fairy	Light	600	400	2
Wretched Ghost of the Attic	Fiend	Shadow	550	400	2

Ghouls



During the Kidnapping episode, Ghouls will take over the World Map. They disappear after the Kidnapping is resolved.

They aren't the pushovers that common Duelists are, but they shouldn't be too difficult if you heed the following advice. All Ghoul battles occur over Dark terrain. Their Deck consists mostly of Fiend and Zombie monsters. These aren't too powerful, but with the terrain advantage, the Fiends will be around 1100 to 1500 in ATK value. Use a terrain card to alter it to something besides Dark. But the Ghouls can change the terrain back with "Yami," so have more than one terrain card.

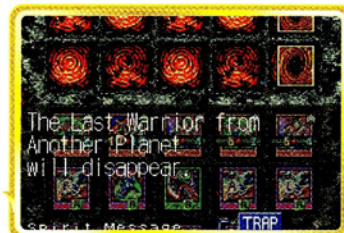
Since all their monsters have the Fiend-alignment, Fairy monsters are ideal to attack him with, despite the fact that Fairies are weakened on Dark.

Watch out for his "Last Warrior" Monster Card! If he gets two monsters out, he can tribute them for this powerful monster. And with the Dark terrain, it gets a big boost so that its ATK is 2990!



Another card to watch out for is "Dark Hole." The Ghoul could use it when you have the upper hand, wiping out all monsters and forcing you to start over. Although Ghouls have the "Exodia" set, they don't tend to use it. But don't take that fact for granted. Hit the Ghouls fast so they don't have time to win with "Exodia."

To defeat the Ghouls, alter the terrain, use ATK 1500+ monsters to overwhelm him and prevent him from summoning "Last Warrior from Another Planet," and use Light-aligned monsters against his Fiends. Although Ghouls only give you 5 Deck Capacity points, they do reward you with 3000 to 5000 dominos when you beat them.



Sample Cards: Ghouls

Card	Type	Align	ATK	DEF	Level
Blue-Eyed Silver Zombie	Zombie	Fiend	900	700	3
Corroding Shark	Zombie	Fiend	1100	700	3
Dark Assailant	Zombie	Fiend	1200	1200	4
Dark Hole	Spell	—	—	—	—
Dark Rabbit	Beast	Fiend	1100	1500	4
Darkworld Thorns	Plant	Fiend	1200	900	3
Dharma Cannon	Machine	Fiend	900	500	2
Dokuroizo the Grim Reaper	Zombie	Fiend	900	1200	3
Exodia the Forbidden One	Magician	Shadow	1000	1000	3
Left Arm of the Forbidden One	Magician	Shadow	200	300	1
Left Leg of the Forbidden One	Magician	Shadow	200	300	1
Midnight Fiend	Fiend	Fiend	800	600	2
Minar	Insect	Fiend	850	750	3
One Who Hunts Souls	Beast-Warrior	Fiend	1100	1000	4
Patrol Robo	Machine	Fiend	1100	900	3
Right Arm of the Forbidden One	Magician	Shadow	200	300	1
Right Leg of the Forbidden One	Magician	Shadow	200	300	1
Saber Slasher	Machine	Fiend	1450	1500	5

Sample Cards: Ghouls

(continued)

Card	Type	Align	ATK	DEF	Level
Skull Stalker	Warrior	Fiend	900	800	3
Solitude	Beast-Warrior	Fiend	1050	1000	3
Stuffed Animal	Warrior	Fiend	1200	900	3
The 13th Grave	Zombie	Fiend	1200	900	3
The Last Warrior from Another Planet	Warrior	Fiend	2350	2300	7
The Wandering Doomed	Zombie	Fiend	800	600	2
Three-Legged Zombie	Zombie	Fiend	1100	800	3
Twin Long Rods #1	Aqua	Fiend	900	700	3
Two-Mouth Darkruler	Dinosaur	Fiend	900	700	3
Wicked Dragon with the Ersatz Head	Dragon	Fiend	900	900	3
Yami	Spell	—	—	—	—

Named Duelists

Arkana

Location: Card Shop

Terrain: Dark

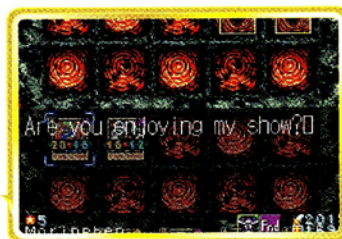
Deck: Fiends

Unlock Condition: Talk to Duelist in Clock Tower Square

Domino Reward: 10000

First Ante Card: Dark Magician

Arkana is potentially the first named Ghouls you face. He is the manager of the Card Shop, but won't confront you until you talk to the common Duelist in the Clock Tower Square. After you do that and return to the Card Shop, Arkana will reveal himself.



Arkana, as with all the Ghouls, Duels over Dark terrain. His Deck consists of Fiend monsters, most with the Fiend alignment. They are pretty weak, but with the Dark terrain, most come into play at around 700 to 800

ATK. That shouldn't be a problem because you should be able to play 900+ ATK monsters; not a lot, but enough to keep removing his monsters the instant they come onto the field. His most deadly monster is the "Doll of Demise," a one-Tribute Fiend with 1600 ATK. On the Dark terrain, that number rises to 2080. Don't let him summon it.

Aside from "Doll of Demise," Arkana pretty much has three of everything in his sample card list. Use Light-aligned monsters to kill his Fiend-aligned monsters instantly, but watch out for his few Shadow monsters, because they counter Light. "Doll of Demise" is not Fiend-aligned, so you should still add a terrain-altering card to weaken his monsters and bolster your own.

Arkana only has a few spells, the most damaging of which is "Bad Reaction to Simochi," which turns your healing into LP loss. He can also do some direct damage to you with his "Mystic Lamp" Effect monster.

Overall, Arkana doesn't prove too difficult a challenge. You can even defeat him before you Duel any of the named Duelists. He gives a good monetary reward for beating him, and his ante card is a "Dark Magician" (although if you anted a low-level card you won't get it).



Sample Cards: Arkana

Card	Type	Align	ATK	DEF	Level
Bad Reaction to Simochi	Trap	—	—	—	—
Bite Shoes	Fiend	Fiend	500	300	2
Candle of Fate	Fiend	Pyro	600	600	2
Curtain of the Dark One	Magician	Shadow	600	500	2
Doll of Demise	Fiend	Forest	1600	1700	5
Hinotama	Spell	—	—	—	—
Masked Clown	Warrior	Shadow	500	700	2
Monster Eye	Fiend/Effect	Fiend	250	350	1
Mystery Hand	Fiend	Fiend	500	500	2
Mystic Lamp	Magician/Effect	Shadow	400	300	1
Pot the Trick	Rock	Fiend	400	400	2
Red Medicine	Spell	—	—	—	—
Spear Cretin	Fiend	Fiend	500	500	2
Wretched Ghost of the Attic	Fiend	Shadow	550	400	2

Bakura

Location: Art

Terrain: Normal

Deck: Fiend

Unlock Condition: None

Domino Reward: 3000

First Ante Card: The Portrait's Secret



Bakura is available as soon as the tournament starts. You can head over to the Art area and Duel him. However, you only get to Duel him once. After that, he leaves to look for other Duelists, and you won't see him until the finals. Beating him only gives you five Deck Capacity points, but he gives you a huge domino reward.

His Deck is relatively weak, consisting of Fiend-aligned monsters under 500 ATK. The only real danger Bakura presents is with his "Destiny Board" cards and "Dark Necrofeare." Kill him quickly or he could get out all five "FINAL" letters and win the game.



"Dark Necrofeare" is his most powerful monster. This two-Tribute monster has 2200 ATK and a whopping 2800 DEF, but it also has an effect that lets it take control of one of your own monsters permanently. If you have cards with ATK 500+ then you'll be able to wipe out most of his cards and never give him the chance to sacrifice two monsters for "Dark Necrofeare." Bakura is an easy battle. If you want to be safe, you can add a "Harpie's Feather Duster" to destroy his "Spirit Message" Trap Cards and a "Dark Hole" just in case he is able to summon "Dark Necrofeare."

Sample Cards: Bakura

Card	Type	Align	ATK	DEF	Level
Air Marmot of Nefariousness	Beast	Fiend	400	600	2
Bite Shoes	Fiend	Fiend	500	300	2
Bone Mouse	Zombie	Fiend	400	300	1
Candle of Fate	Fiend	Pyro	600	600	2
Destiny Board	Trap	—	—	—	—

Sample Cards: Bakura

(continued)

Card	Type	Align	ATK	DEF	Level
Jinzo #7	Machine	Fiend	500	400	2
Mech Mole	Zombie	Fiend	500	400	2
Mystery Hand	Fiend	Fiend	500	500	2
Pot the Trick	Rock	Fiend	400	400	2
Shadow Spectre	Zombie	Fiend	500	200	1
Spear Cretin	Fiend	Fiend	500	500	2
Spirit Message "A"	Trap	—	—	—	—
Spirit Message "I"	Trap	—	—	—	—
Spirit Message "L"	Trap	—	—	—	—
Spirit Message "N"	Trap	—	—	—	—
Tomozaurs	Dinosaur	Earth	500	400	2
Wretched Ghost of the Attic	Fiend	Shadow	550	400	2

Bandit Keith

Location: Park, Pier

Terrain: Dark

Deck: Machine

Unlock Condition: Defeat all regular Ghouls during Kidnapping episode

Domino Reward: 20000

First Ante Card: Barrel Dragon



Bandit Keith is one of Marik's most powerful Ghouls. He shows up in the Park after you defeat the regular Ghouls around the city. You will Duel him a second time at the Pier, where he remains after the Kidnapping episode concludes. You can Duel him as often as you like from then on.

Unlike other Duelists, Bandit Keith actually uses quite a few Spell and Trap Cards. He uses three "Infinite Dismissal" cards to paralyze your monsters for one turn when they attack. And he uses "Machine Conversion Factory" and "7 Completed" cards to boost his machines. Keith also uses "Yami" to change terrain back to Dark if you alter it, and he has "Stop Defense." If he uses the latter Spell Card in combination with a strong ATK monster, it could mean disaster for you.





monster is "Ryu-Kishin Powered," which has 2080 ATK in the Dark terrain.

His most terrifying cards, though, are "Zoa" and "Barrel Dragon." "Zoa" is a powerful two-Tribute monster with a high attack. In his natural Dark terrain, Zoa is actually a 3380 ATK monster! If this monster comes out, only a trap like "Torrential Tribute" or "Widespread Ruin" can stop it. And with such a high ATK rating, it will take just three rounds for him to kill you. "Barrel Dragon" is also a two-Tribute monster, and it has an impressive ATK of 2600, but its most powerful feature is its effect, which can destroy up to three of your monsters on the field. To make sure these monsters never come into play, always kill Bandit Keith's monsters as soon as they appear.

His Machines, though, are weak on Sea terrain, so change to that. And load up your Deck with high ATK, non-Tribute monsters, as well as Light-aligned monsters to fight his Fiend-aligned ones ("Gemini Elf" is especially good). Add Trap Cards to your Deck just in case.

Sample Cards: Bandit Keith

Card	Type	Align	ATK	DEF	Level
7 Completed	Spell	—	—	—	—
Barrel Dragon	Machine/Effect	Shadow	2600	2200	7
Blast Sphere	Machine	Pyro	1400	1400	4
Dharma Cannon	Machine	Fiend	900	500	2
Giga-Tech Wolf	Machine	Forest	1200	1400	4
Infinite Dismissal	Trap	—	—	—	—
Machine Conversion Factory	Spell	—	—	—	—
Mask of Darkness	Fiend	Shadow	900	400	2
Megirus Light	Fiend	Shadow	900	600	2
Patrol Robo	Machine	Fiend	1100	900	3

Keith's Deck is full of Machine monsters. Most have around 1000 to 1500 ATK. He has some good one-Tribute monsters, like "Pendulum Machine" and "Space Megatron," but his only really good non-Tribute

Sample Cards: Bandit Keith

(continued)

Card	Type	Align	ATK	DEF	Level
Pendulum Machine	Machine	Shadow	1750	2000	6
Ryu-Kishin Powered	Fiend	Fiend	1600	1200	4
Slot Machine	Machine	Fiend	2000	2300	7
Space Megatron	Machine	Fiend	1400	2000	5
Stop Defense	Spell	—	—	—	—
Yaiba Robo	Machine	Fiend	1000	1300	4
Yami	Spell	—	—	—	—
Zoa	Fiend	Fiend	2600	1900	7

Bonz

Location: Clock Tower Square

Terrain: Normal

Deck: Zombie

Unlock Condition: Defeat one of his goons in the alley

Domino Reward: 500

First Ante Card: Pumpking the King of Ghosts



Bonz is the first Duelist with a Locator Card that you can Duel. He appears in the Graveyard in the Clock Tower Square area. Once the tournament begins, his three goons will be standing in the alley leading into the Graveyard. Beat one of them and he will show up there.



Bonz uses a Deck consisting mainly of Zombies but also has a smattering of other monsters. Among the most powerful cards he can bring to bear are "Dragon Zombie" and "Pumpking the King of Ghosts." Pumpking is

actually a dangerous one, because it only requires one Tribute, and can power up "Dragon Zombie" by 500 points. "Dragon Zombie" alone is already very powerful, with a good ATK, but is even deadlier when teamed up like that.

At this stage in the game, "Pumpking" will prove very difficult to beat, so keep on the offensive and destroy his Zombies as they come into play so he can't Tribute them. His other cards are pretty weak, so you shouldn't have much of a problem. If you beat him, you will win his Locator Card.



Sample Cards: Bonz					
Card	Type	Align	ATK	DEF	Level
Air Marmot of Nefariousness	Beast	Fiend	400	600	2
Bat	Machine	Fiend	300	350	1
Bite Shoes	Fiend	Fiend	500	300	1
Bone Mouse	Zombie	Fiend	400	300	1
Dark Plant	Plant	Fiend	300	400	1
Dragon Zombie	Zombie	Fiend	1600	0	3
Fungi of the Musk	Fiend	Forest	400	300	1
Jinzo #7	Machine	Fiend	500	400	2
Mech Mole	Zombie	Fiend	500	400	2
Phantom Ghost	Zombie	Fiend	600	800	2
Pot the Trick	Rock	Fiend	400	400	2
Pumpking the King of Ghosts	Zombie/Effect	Forest	1800	2000	6
Shadow Specter	Zombie	Fiend	500	200	1
Skull Servant	Zombie	Fiend	300	200	1
Stop Defense	Spell	—	—	—	—
Thousand Eyes Idol	Magician	Dreams	0	0	1
Yami	Spell	—	—	—	—

Dark Joey

Location: Pier

Terrain: Dark

Deck: Spell, Pyro, Warrior

Unlock Condition: Follow Kidnapping episode to Pier

Domino Reward: 40000

First Ante Card: None



You will fight Dark Joey at the conclusion of the Kidnapping episode (see the walkthrough earlier in the chapter for details). When you do, he will surprise you with his powerful Spell Deck. Dark Joey employs lots of Pyro-aligned monsters in his Deck. Therefore, he will dominate against Plant, Insect, and some Beast Decks, since many of those monsters are Forest-aligned. Although the terrain starts out as Dark, Joey doesn't derive much advantage from that.

Dark Joey has a stronger Deck than regular Joey, especially when it comes to spells. He can cast two "Tremendous Fire," "Ookazi," "Final Flame," "Hinotama," and "Sparks" cards for 3700 LP damage on spells alone. Joey also uses Power-Up Cards, such as "Kunai with Chain" and "Salamandra." They benefit his main monster greatly.



That main monster is one of Joey's strong cards: the "Flame Swordsman." It has a decent ATK of 1800, which is kind of weak for a one-Tribute monster. Add in the Power-Up Cards, though, and that number jumps up to 2800 ATK. But "Flame Swordsman" has a Flip Effect that destroys all Dinosaurs. So don't engage Dark Joey in battle with a Dinosaur Deck.

One Deck that Dark Joey would be highly vulnerable to is a Sea-themed Deck. A Sea terrain weakens his monsters by 30 percent, and any Aqua-aligned monsters will automatically kill any of his Pyro-aligned monsters.

Dark Joey gives you 30 Deck Capacity points when you beat him, but no ante card.

Sample Cards: Dark Joey					
Card	Type	Align	ATK	DEF	Level
Baby Dragon	Dragon	Earth	1200	700	3
Battle Warrior	Warrior	Earth	700	1000	3
Final Flame	Spell	—	—	—	—
Flame Dancer	Pyro	Pyro	550	450	2
Flame Swordsman	Warrior/Effect	Pyro	1800	1600	5
Hinotama	Spell	—	—	—	—
Hinotama Soul	Pyro	Pyro	600	500	2

Sample Cards: Dark Joey

(continued)

Card	Type	Align	ATK	DEF	Level
Kunai with Chain	Spell	—	—	—	—
Mountain Warrior	Beast-Warrior	Earth	600	1000	3
Ookazi	Spell	—	—	—	—
Rock Ogre Grotto #1	Rock	Earth	800	1200	3
Rocket Warrior	Warrior/Effect	Earth	1500	1300	4
Salamandra	Spell	—	—	—	—
Sparks	Spell	—	—	—	—
Swordsman of Landstar	Warrior	Light	500	1200	3
Time Wizard	Magician/Effect	Dreams	500	400	2
Tremendous Fire	Spell	—	—	—	—
Wings of Wicked Flame	Pyro	Pyro	700	600	2
Wolf	Beast	Forest	1200	800	3

Duel Robot

Location: Clock Tower Square

Terrain: Normal

Deck: Dragons, Thunder

Unlock Condition: None

Domino Reward: 5000

First Ante Card: Varies



Duel Robot lies in the hidden room east of Kaiba Corp office square. Inside this room you will see Mokuba and the Duel Robot. You can come here as often as you like to Duel it, although it only gives you five Deck Capacity points and one or two Duelist levels per victory.



NOTE

Duel Robot shares this Deck with Seto Kaiba's guard, Roland. It is a variation on Kaiba's Deck.

This Deck consists of a combination of weak dragons like "Petit Dragon" and "Yamatano Dragon Scroll"; some Winged Beasts like "Niwatori" and "Kurama"; and many Thunder monsters, including "Electric Lizard," "Mega Thunderball," "La-la Li-onn," and others.



There is only one thing to fear in this Deck, and it is huge. Duel Robot has an "F.G.D.," one of only two cards in the entire game with ATK and DEF values of 5000! If it gets this thing out, it will destroy your monsters.

The easiest way to beat this card is to make sure it never comes into play. Every other card Duel Robot has is bad, so you should have no problem destroying them as he plays them, ensuring that he never has three monsters around to sacrifice for "F.G.D."

Other than this card and the minor annoyance of "Electric Lizard," you should have no trouble defeating Duel Robot. Duel Robot offers some of the best rewards, giving you 5000 dominos every time you beat him, and some good cards.



Sample Cards: Duel Robot

Card	Type	Align	ATK	DEF	Level
Droll Bird	Winged Beast	Wind	600	500	2
Electric Lizard	Thunder/Effect	Thunder	850	800	3
Electric Snake	Thunder	Thunder	800	900	3
F.G.D.	Dragon	Divine	5000	5000	12
Kaminarikozou	Thunder	Thunder	700	600	2
Kurama	Winged Beast	Wind	800	800	3
LaLa Li-onn	Thunder	Thunder	600	600	2
Lightning Conger	Thunder	Thunder	350	750	3
Lord of D.	Magician	Shadow	1200	1100	4
Mega Thunderball	Thunder	Thunder	750	600	2

Sample Cards: Duel Robot

(continued)

	Type	Align	ATK	DEF	Level
ri	Winged Beast	Forest	900	800	3
ragon	Dragon	Wind	600	700	2
edicine	Spell	—	—	—	—
l Dragon					
ie					
Head	Dragon	Fiend	900	900	3
ino					
Scroll	Dragon	Wind	900	300	2

Roba

n: Clock Tower Square

: Normal

Thunder, Machine

Condition:

t Bonz

o Reward: 800

nte Card: Jinzo



oba is in the alleyway north of the Clock Tower. Before a fight Espa Roba, you must tackle his two brothers. They are very weak, with many Thunder monsters and other cards below ATK 400. You will beat them easily, but then call for Espa Roba.

NOTE

His Brothers one and two have similar cards to Espa Roba, except they do not have "Jinzo."

only slightly tougher than his two younger brothers. His Deck is even heavily focused on Thunder creatures, with a variety of helping effect monsters. But like his brothers, he plays lots of monsters with low ATK values. Only two or so have 700. If you can keep attacking with monsters of ATK higher, you will not lose.



Do not let any of his monsters survive even one round. Espa Roba has a fantastic one-Tribute monster: "Jinzo." This card has 2400 ATK, and costs only one Tribute. And if you use Trap Cards at all in your strategy, "Jinzo" can wipe out all of them, like "Harpie's Feather Duster." His strength

alone will be enough to batter you into submission at this early stage of the game. Keep the pressure on him and do not let him summon "Jinzo."

Many of Espa Roba's monsters are Thunder-aligned, meaning they will destroy any Aqua-aligned monsters you have. Take out all Fish, Aqua, or Sea Serpent monsters from your Deck before you Duel him.

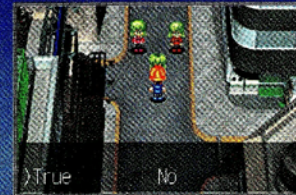
If you can defeat Espa Roba, he gives you his Locator Card.



* NOTE

After you defeat Espa for the first time, he leaves the alley. But if you return, he is back. If you challenge him, he explains that he needs to get cards because without them, people would bully him and his brothers even more.

He then asks if you believe that to be true. You can answer "True" or "No." If you answer "True," he leaves and you can no longer Duel him. But if you say "No," he is encouraged and decides to stay. You can then Duel him as often as you like.



Sample Cards: Espa Roba

Card	Type	Align	ATK	DEF	Level
Abyss Flower	Plant	Fiend	750	400	2
Bat	Machine	Fiend	300	350	1
Electric Lizard	Thunder/Effect	Thunder	850	800	3
Hane-Hane	Beast	Wind	450	500	2
Jinzo	Machine/Effect	Thunder	2400	1500	6
Jinzo #7	Machine	Fiend	500	400	2
Kaminarikozou	Thunder	Thunder	700	600	2
Kattapillar	Insect	Forest	250	300	1
La-la Li-oon	Thunder	Thunder	600	600	2
Lightning Conger	Thunder	Thunder	350	750	3
Magician of Faith	Magician	Light	300	400	1
Steel Scorpion	Machine	Forest	250	300	1
Swordsman from a Foreign Land	Warrior	Earth	250	250	1
The Inexperienced Spy	Spell	—	—	—	—
Zone Eater	Aqua	Aqua	250	200	1

Ishizu Ishtar

Location: Art Museum

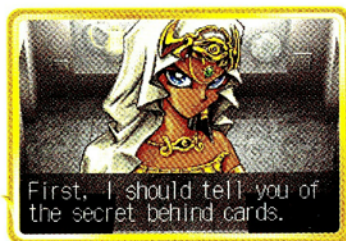
Terrain: Normal

Deck: Fairy

Unlock Condition: Resolve Kidnapping episode

Domino Reward: 50000

First Ante Card: Cosmo Queen



Ishizu is Marik's good sister and she not only explains who and why he is, but she also wants to help you defeat him. But first, you need to Duel her to prove your worth.

Ishizu's Deck consists mainly of Fairy monsters. Many of her monsters are also Light- or Dream-aligned. Therefore, she dominates Decks that use Fiends and Shadow. Some of her monsters are weak, but even her non-Tribute monsters include "Shining Angel," "Moon Envoy," and "Senju of the Thousand Hands." Many of her monsters have decent ATK values.

Since her monsters are Fairy, consider changing the terrain to Dark when you fight her. Put together a Magician Deck to fight her, as they will gain a bonus on the Dark terrain, while at the same time her Fairies will be weakened. Moreover, fewer Magicians than Fiends tend to be Fiend-aligned, so it's a little safer to go this route.



Ishizu has some pretty strong cards. Her one- and two-Tribute monsters, "Dark Witch" and "Mikazukinoyaiba," aren't that great compared to other Tribute monsters, but they are still good enough to destroy your non-Tribute monsters. In the course of a regular game, her non-Tributes are strong enough to survive to the next round, where they can be sacrificed for her heavier monsters. Because her monsters are tough, attack her with Monster Cards in the 1500 ranges or higher, and use Dark terrain to weaken her Fairies. If you use Power-Up Cards, beware her Reverse Trap Card, which will make you lose power instead of gain it. She can also power down your monsters with "Amazon Archer."



Her most awesome card, though, is "Obelisk the Tormentor." Never ever let her get three monsters out on the field, and don't let them survive! If she summons "Obelisk," you are as good as dead. He can wipe out all the

monsters on the field and deal 4000 damage to your Life Points in one turn. This card is scary, so don't ever let her play it. Kill her monsters before they can be sacrificed.

The good news is, once you beat her, she gives you "Obelisk the Tormentor," in addition to her ante card.

Sample Cards: Ishizu Ishtar

Card	Type	Align	ATK	DEF	Level
Amazon Archers	Trap	—	—	—	—
Dark Witch	Fairy	Light	1800	1700	5
Fairy Dragon	Dragon	Light	1100	1200	4
Goddess with the Third Eye	Fairy	Light	1200	1000	3
Holograh	Machine	Light	1100	700	3
Lady of Faith	Magician/Effect	Light	1100	800	3
Masaki the Legendary Swordsman	Warrior	Light	1100	1000	4
Mikazukinoyaiba	Dragon	Light	2200	2350	7
Moon Envoy	Warrior	Light	1100	1000	4
Mystical Sheep #1	Beast	Dreams	1150	900	3
Mystical Sheep #2	Beast	Dreams	800	1000	3
Obelisk the Tormentor	Warrior/Effect	Divine	4000	4000	12
Reverse Trap	Trap	—	—	—	—
Senju of the Thousand Hands	Fairy	Light	1400	1000	4
Shining Angel	Fairy	Light	1400	800	4
Shining Friendship	Fairy	Light	1300	1100	4
Sonic Maid	Warrior	Light	1200	900	3
The Judgement Hand	Warrior	Light	1400	700	3

Joey Wheeler

Location: Aquarium or Clock Tower Square

Terrain: Sea or Normal

Deck: Machine, Warrior

Unlock Condition: Varies

Domino Reward: 500

First Ante Card: Varies



Joey isn't all that impressive as a Duelist in *The Sacred Cards*, nor do you get the chance to Duel him often. If you return to Grandpa's Game Shop while you are still hunting for your first few Locator Cards, you might run into him and be able to Duel him once. But the only other place you can really Duel him is at the Aquarium, after he loses to Mako.

At the Aquarium, you can Duel him as often as you like. But if you leave the Aquarium, he won't be there when you come back. Like all other Duelists in the Aquarium, when you Duel him there, he fights over Sea terrain. Otherwise, his terrain is normal.



Joey's monsters are nearly all weak and easily destroyed by any of your Monster Cards with ATK 800 or higher. The lone exception is "Armored Lizard". If you don't let any monsters survive to be sacrificed, you will have no problem beating him.

But Joey does have one great card, and that is "Gilford the Lightning." If you let this card come into play, you better have a Monster Removal Card or a stronger monster. It is a 2800 ATK Effect monster that can destroy all your monsters on the field, just like a "Raigeki" Spell Card.

Joey only gives you five Deck Capacity points and one or two Duelist levels when you beat him. He is really there as a companion more than a rival Duelist.



NOTE

Dark Joey

The one time you and Joey really go at it is when you must fight his possessed form at the end of the Kidnapping episode. Dark Joey has his own Duelist entry.

Sample Cards: Joey Wheeler

Card	Type	Align	ATK	DEF	Level
Ancient Jar	Rock	Earth	400	200	1
Armed Ninja	Warrior	Aqua	300	300	1
Armored Lizard	Reptile	Aqua	1500	1200	4
Bat	Machine	Fiend	300	350	1
Cyber-Stein	Machine	Fiend	700	500	2
Eyegarmor	Warrior	Earth	600	500	2

Sample Cards: Joey Wheeler

(continued)

Card	Type	Align	ATK	DEF	Level
Gilford the Lightning	Warrior/Effect	Light	2800	1400	8
Jinzo #7	Machine	Fiend	500	400	2
Masked Clown	Warrior	Shadow	500	700	2
Mechanical Spider	Machine	Forest	400	500	2
Pot the Trick	Rock	Fiend	400	400	2
Queen's Double	Warrior	Earth	250	300	1
Steel Scorpion	Machine	Forest	250	300	1
Swordsman from a Foreign Land	Warrior	Earth	250	250	1
Time Wizard	Magician/Effect	Dreams	500	400	2

Lumis and Umbra

Location: Building

Terrain: Dark

Deck: Fiend

Unlock Condition: Go to the Building after talking to Roland during the Kidnapping

Domino Reward: 30000

First Ante Card: Masked Beast Des Guardias



During the Kidnapping episode, after you defeat Bandit Keith and go looking for Seto, Roland will send you to find Mokuba, who is at the Building. When you arrive, you will rescue him by Dueling Lumis and Umbra. Although you choose to battle only one of them (Yugi takes the other), they share a Deck.



Lumis and Umbra's most powerful card is "Masked Beast Des Guardias." It has a whopping 3300 ATK. And on the Dark terrain that is the default for your match with them, that ATK strength goes up to 4290! As with the other Duelists that have powerful monsters, control the field and don't let his monsters survive to be Tributed.

Most of their monsters are Fiend- and Shadow-aligned. With the Dark terrain and their natural strength, many are summoned to the field with ATK values of 1600 to 2000. His Fiend-aligned monsters can be easily defeated by any Light-aligned monsters in your Deck, but your Light monsters are in turn killed by his Shadow monsters. Bring along Light and Dream monsters (the latter kill Shadow monsters), and use them wisely so that you can destroy monsters much stronger than you through understanding and manipulation of the alignment system alone. Any Dream monster, even one with 0 ATK, can kill a "Masked Beast Des Gardias" because of alignment!

Lumis and Umbra use many Fiend-class monsters, so they get a bonus when fighting on the Dark terrain. Change the terrain to reclaim the terrain advantage, or at least negate his. But be forewarned, they can use "Yami" to turn it back, so go in with multiple terrain-altering cards, including some strong monsters that also change the terrain, such as "Kairyu-Shin" and "Giant Soldier of Stone."



Aside from "Yami," they also can use "Dark Hole" to wipe the field of your monsters and "Monster Reborn" to revive one of your monsters to their side.

Sample Cards: Lumis and Umbra

Card	Type	Align	ATK	DEF	Level
Dark Assailant	Zombie	Fiend	1200	1200	4
Dark Hole	Spell	—	—	—	—
Dark Rabbit	Beast	Fiend	1100	1500	4
Darkworld Thorns	Plant	Fiend	1200	900	3
Grand Tiki Elder	Fiend	Dreams	1500	800	4
Lesser Dragon	Dragon	Fiend	1200	1000	4
Machine Attacker	Machine	Fiend	1600	1300	5
Mask of Darkness	Fiend	Shadow	900	400	2
Masked Beast Des Gardias	Fiend	Shadow	3300	2500	8
Masked Clown	Warrior	Shadow	500	700	2
Melchid the Four-Face Beast	Fiend	Fiend	1500	1200	4
Monster Reborn	Spell	—	—	—	—

Sample Cards: Lumis and Umbra

Card	Type	Align	ATK	DEF	Level
One Who Hunts Souls	Beast-Warrior	Fiend	1100	1000	4
Patrol Robo	Machine	Fiend	1100	900	3
Stuffed Animal	Warrior	Fiend	1200	900	3
The 13th Grave	Zombie	Fiend	1200	900	3
Yami	Spell	—	—	—	—

Mai Valentine

Location: Building

Terrain: Mountain

Deck: Winged Beast

Unlock Condition: Reveal Yugi's location to Duelist in Park

Domino Reward: 8000

First Ante Card: Harpie Lady



Mai is waiting in front of the Building only if you talked to the Duelist in the Park and gave him Yugi's whereabouts.



When you Duel Mai, she employs lots of Monster Cards that can take advantage of her Mountain terrain. Her Deck consists mostly of Winged Beasts, Dragons, and an assortment of Wind-aligned monsters.

Her best cards are her Harpies, including "Harpie Lady," "Harpie Lady Sisters," and "Harpie's Pet Dragon." When she has all of them out on the field, they complement each other to become incredibly strong, especially in the Mountain terrain, which they all favor. Watch out specifically for "Harpie's Pet Dragon," which is ATK 2600 in the Mountain terrain, with +500 ATK if "Harpie Lady" is activated and +1000 ATK if "Harpie Lady Sisters" is activated!

Mai is one of the few Duelists who makes use of Special Cards, including Power-Up Cards and Traps. She has "Cyber Shield" and "Electro-Whip," which she uses to make her Harpie



cards even stronger. She also has quite a few female monsters, which can benefit from the two Power-Up Cards. Mai also has the trap "Amazon Archers," which will weaken one of your attacking monsters.

If you employ lots of Spell and Trap Cards, or use a Destiny Board Deck, be aware that Mai has a "Harpie's Feather Duster" in her Deck, which she will use to wipe your field clean of Special Cards.

NOTE

Mai isn't quite like the other named Duelists, in that she doesn't hang around for you to Duel with, she has no Locator Card to give you, and you only get +5 Deck Capacity points and +1 Duelist level for beating her. In that respect, Dueling her is like Dueling Joey. After you defeat her once and ask to Duel her again, she will leave the Building.

Sample Cards: Mai Valentine

Card	Type	Align	ATK	DEF	Level
Amazon Archers	Trap	—	—	—	—
Cyber Shield	Spell	—	—	—	—
Dancing Elf	Fairy	Light	300	200	1
Droll Bird	Winged Beast	Wind	600	500	2
Electro-Whip	Spell	—	—	—	—
Flame Viper	Pyro	Pyro	400	450	2
Hane-Hane	Beast	Wind	450	500	2
Harpie Lady	Winged Beast/Effect	Wind	1300	1400	4
Harpie Lady Sisters	Winged Beast/Effect	Wind	1950	2100	6
Harpie's Feather Duster	Spell	—	—	—	—
Harpie's Pet Dragon	Dragon	Wind	2000	2500	7
Kurama	Winged Beast	Wind	800	800	3
Little Chimera	Beast	Wind	600	550	2
Magician of Faith	Magician	Light	300	400	1
Petit Dragon	Dragon	Wind	600	700	2
Queen's Double	Warrior	Earth	350	300	1
The Unhappy Maiden	Magician	Light	0	100	1
Yamatano Dragon Scroll	Dragon	Wind	900	200	2

Mako Tsunami

Location: Aquarium, Pier

Terrain: Sea

Deck: Aqua, Fish

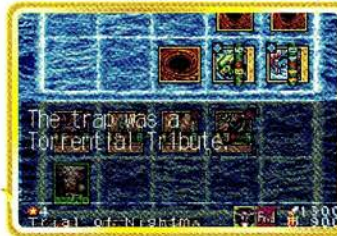
Unlock Condition: Defeat Strings at the Bridge

Domino Reward: 5000

First Ante Card: The Legendary Fisherman



Mako Tsunami uses an all Sea Deck, so he is pretty predictable, but his Deck is actually quite strong.



Mako employs many of the same cards as the other Aquarium Duelists, but he has much better cards in his Deck. Watch out for his "Kairyu-Shin," a powerful Sea Serpent made all the stronger in Sea terrain. And

even if you alter the terrain during the Duel, the "Kairyu-Shin" can turn it back to Sea with its Flip Effect.

Mako also has some incredibly lethal Special Cards, including "Torrential Tribute." If you attack with one of your monsters, all your monsters will get swept off the field. It's a trap you must watch out for because it's the kind of card that could turn the tide of a Duel.

Mako's most terrifying card, though, is his powerful "Fortress Whale." He has "Fortress Whale's Oath," and "Mech Bass," so if he has those two cards in play, and two other monsters to offer as Tribute, he can call out the whale. It is a massive creature, with ATK 3055 in Sea terrain! He needs "Mech Bass" on the field in order to cast this Ritual Spell Card, so if you see "Mech Bass," kill it.



When you beat Mako, he hands over his Locator Card. This is the last one you need to unlock the Kidnapping event and the tournament finals. After the Kidnapping, Mako moves to the Pier.

NOTE

If you want to keep Dueling Mako, don't give him any sympathy when he whines. Say "Tough" to him and he will respect you and stay at the Aquarium to Duel. If you try to make him feel better, he will leave in disgust and you can no longer Duel him.

Sample Cards: Mako Tsunami

Card	Type	Align	ATK	DEF	Level
Beaked Snake	Reptile	Aqua	800	900	3
Boneheimer	Aqua	Aqua	850	400	3
Doron	Aqua/Effect	Aqua	900	500	2
Dorover	Aqua	Aqua	900	800	3
Drizzling Lizard	Reptile	Aqua	900	800	3
Flying Fish	Fish	Wind	800	500	4
Fortress Whale	Fish	Divine	2350	2150	7
Fortress Whale's Oath	Spell	—	—	—	—
Kairyu-Shin	Sea Serpent/Effect	Aqua	1800	1500	5
Mech Bass	Machine	Aqua	1800	500	5
Mechaleon	Reptile	Aqua	800	600	2
Penguin Soldier	Aqua	Aqua	750	500	2
Root Water	Fish	Aqua	900	800	3
The Furious Sea King	Aqua	Aqua	800	700	3
The Legendary Fisherman	Warrior	Aqua	1850	1600	5
Torrential Tribute	Trap	—	—	—	—
Twin Long Rods #2	Aqua	Aqua	850	700	3
Water Element	Aqua	Aqua	900	700	3

Marik Ishtar

Location: Kaiba Corp Island

Terrain: Dark

Deck: Fiends

Unlock Condition: Defeat Yugi in the semifinals

Domino Reward: 500000

First Ante Card: Winged Dragon of Ra

You will Duel Marik at the final stage of the game. Beat him and the game ends in victory. Lose, and you'll have to regroup and head back to Kaiba Corp Island for a rematch. Prior to this match, Odion will have been your toughest Duel yet. But Marik is even tougher. His power with the cards is awesome. He has some of the best Monster and Special Cards in the game.



Be very careful of placing all your Trap and Spell Cards on the field. Marik has a "Harpie's Feather Duster," and the last thing you want is to have your Trap Cards—all that is keeping you alive—wiped off the field. That's not the only Spell Card up his sleeve. He has "Anti Raigeki" for turning your "Raigeki" against you and "Torrential Tribute" for killing all your monsters.

Like Yugi, Marik is smart enough to use "Monster Reborn" to summon one of your dead monsters and then use it immediately as a sacrifice for a Tribute monster. Using this combo, he can get some powerful monsters on the field right away.

Watch out for his "Thousand-Eyes Restrict." This monster is awesome! It requires no Tribute, and when it comes out, he can choose one of your monsters to steal. The monster goes to his side, replacing "Thousand-Eyes Restrict," but the combined monster has +1000 ATK and DEF, making it even stronger than your original monster. With this card, he can steal your strength and destroy you with your own monster in less than one or two rounds.



Other monsters in Marik's stables are no less deadly. He has very strong non-Tribute monsters like "The Bistro Butcher" (ATK 1800), "Exarion Universe" (ATK 1800), and "Legendary Fiend" (DEF 1800). And many of them get a +30 percent boost because of the Dark terrain. One particularly nasty tactic Marik uses is multiple "Exarion Universe" Effect Monster Cards. These 1800 ATK cards can convert their ATK into direct damage to you. Three of them can thus do 5400 damage in quick succession!



And if you assume that you can just win with Light monsters because he has mostly Fiends, think again. Many of his Fiend-class monsters are Shadow-aligned, and Shadow destroys Light instantly. Add three "Exile of the Wicked" cards to your Deck to thwart his Fiends, and power up your own creatures. Change the terrain as well; you'll need to pull out all your tricks to beat Marik.

If you defeat him, then you'll not only win loads of dominos and get the final Egyptian God Card, but you'll also drive the evil from his heart and save the world from his madness.

Sample Cards: Marik Ishtar

Card	Type	Align	ATK	DEF	Level
Ancient Lamp	Magician/Effect	Wind	900	1400	3
Anti Raigeki	Trap	—	—	—	—
Beast of Talwar	Fiend	Fiend	2400	2150	7
Exarion Universe	Beast-Warrior/Effect	Shadow	1800	1900	4
Executor-Makyura	Warrior	Shadow	1600	1200	4
Harpie's Feather Duster	Spell	—	—	—	—
La Jinn the Mystical Genie of the Lamp	Fiend	Shadow	1800	1000	4
Legendary Fiend	Fiend/Effect	Shadow	1500	1800	6
Ryu-Kishin Powered	Fiend	Fiend	1600	1200	4
Temple of Skulls	Zombie	Shadow	900	1300	4
The Bistro Butcher	Fiend	Fiend	1800	1000	4
Thousand-Eyes Restrict	Magician/Effect	Divine	0	0	1
Torrential Tribute	Trap	—	—	—	—
Viser Des	Fiend	Shadow	500	1200	4

Odion

Location: Stadium Site

Terrain: Wasteland

Deck: Reptile, Rock

Unlock Condition: Meet with Ishizu and enter the tournament finals

Domino Reward: 50000

First Ante Card: Mystical Beast Serket



Odion is incredibly powerful. He is without a doubt the toughest Duelist you have faced yet. He possesses an awesome mix of strong Monster Cards, Power-Up Cards, and Spell and Trap Cards. His terrain is automatically Wasteland, and his monsters can take advantage of that. He has mostly Rock and Reptile monsters, and while they are around 1500 ATK, which isn't spectacular, with the terrain and power-ups, Odion can turn a "Minomushi Warrior" (1300 ATK) into a 2190 ATK monster!

Some of his better monsters are "Embodiment of Apophis" (ATK 1600/DEF 1800) and the one-Tribute monster "Mystical Beast Serket" (ATK 2500), which can power itself up by 500 points at one of your own monster's expense. This monster is especially terrifying because it only requires one Tribute, yet can equal "Blue-Eyes White Dragon" in power!



Scariest of all his Monster Cards, though, is "Winged Dragon of Ra." This awesome dragon has 4000 ATK and DEF, and it has a devastating effect.

As if that weren't bad enough, Odion also employs plenty of Trap and Spell Cards. He has multiple "Widespread Ruin" cards, which will destroy your attacking creature regardless of its ATK strength. And he has plenty of Power-Up Cards like "Invigoration" and "Raise Body Heat," and he isn't afraid to double up Power-Up Cards, like playing two "Raise Body Heats" on "Embodiment of Apophis" to turn it into a 3080 ATK/3340 DEF monstrosity!

Your best bet is to change terrain immediately. Create a very focused theme Deck, such as a Beast-Warrior Deck, and stack it with high ATK monsters, like "Vorse Raider" (1900 ATK) and "Boar Soldier" (2000 ATK), add in Forest-terrain cards, lots of Power-Up Cards, and many traps, such as "Widespread Ruin" and "Torrential Tribute." Beat Odion at his own game.



Beat Odion at his own game. Add strong non-Tribute cards to your Deck and pump them up with multiple Power-Up Cards to overwhelm him.

Sample Cards: Odion

Card	Type	Align	ATK	DEF	Level
Ancient Lizard Warrior	Reptile	Aqua	1400	1100	4
Armored Lizard	Reptile	Aqua	1500	1200	4
Destroyer Golem	Rock	Earth	1500	1000	4
Embodiment of Apophis	Reptile	Earth	1600	1800	4
Giant Scorpion of the Tundra	Insect	Forest	1100	1000	3
Invigoration	Spell	—	—	—	—
Minomushi Warrior	Rock	Earth	1300	1200	4
Mystical Beast Serket	Fairy/Effect	Earth	2500	2000	6
Pot of Greed	Spell	—	—	—	—
Raise Body Heat	Spell	—	—	—	—
Stone Ghost	Rock	Earth	1200	1000	4
The Thing That Hides in the Mud	Rock	Earth	1200	1300	4
Widespread Ruin	Trap	—	—	—	—
Winged Dragon of Ra	Dragon/Effect	Divine	4000	4000	12
Yormungarde	Reptile	Aqua	1200	900	3

Rare Hunter

Location: Clock Tower Square

Terrain: Dark

Deck: Varies

Unlock Condition: Defeat Bonz and Espa Roba

Domino Reward: 3200

First Ante Card: Gear Golem the Moving Fortress



Rare Hunter is the second named Ghoul you can face in the game. Or he could be the first if you beat Bonz and Espa before you talk to the Duelist south of the Clock Tower. He employs a surprisingly weak mix of cards that includes Magicians and Zombies and that duplicates many of the cards used by the Clock Tower Square Duelist.



But the one trick up Rare Hunter's sleeve is "Exodia." He has the five pieces and if he can get them all in his hand, he will win the Duel.

In practice, though, it is very easy to beat Rare Hunter before that happens. Keep attacking with monsters of ATK strength 800 or more, and you'll eventually overwhelm him.



Unlike the other Ghouls, Rare Hunter does not reveal any more information about Marik and he does not die. But you cannot Duel him again. He only gives you 5 Deck Capacity points.

Sample Cards: Rare Hunter

Card	Type	Align	ATK	DEF	Level
Exodia the Forbidden One	Magician	Shadow	1000	1000	3
Gear Golem the Moving Fortress	Machine	Earth	800	2200	5
Left Arm of the Forbidden One	Magician	Shadow	200	300	1
Left Leg of the Forbidden One	Magician	Shadow	200	300	1
Queen's Double	Warrior	Earth	350	300	1
Right Arm of the Forbidden One	Magician	Shadow	200	300	1
Right Leg of the Forbidden One	Magician	Shadow	200	300	1
Skull Servant	Zombie	Fiend	300	200	1
Swordsman from a Foreign Land	Warrior	Earth	250	250	1
Zone Eater	Aqua	Aqua	200	200	1

Raptor

ion:

ck Tower Square

in: Wasteland

Dinosaurs

k Condition: Defeat

z and Espa

no Reward: 1500

Ante Card: Sword Arm of Dragon

efuses to Duel you until you prove you are a worthy st. Challenge him after you get your first two Locator . Rex uses his familiar Dinosaur Deck, consisting of strong one-Tribute monsters, as well as some Rock ters. His terrain is also different from the previous two d Duelists: He fights over Wasteland terrain. So to begin all his Dinosaurs and Rocks have a +30 percent boost to ATK and DEF.



Don't let Rex sacrifice his monsters for Tribute monsters. Kill his monsters so they can't survive to the next turn. Most of his non-Tribute monsters are weak, but he does have occasional monsters with ATK 700 to

Most, though, have barely more than 600 ATK.

over, many of them are Earth-aligned monsters, so add -aligned monsters to your Deck. These Wind monsters ill any Earth monster, regardless of ATK and DEF gths. A weak "Little Chimera" (ATK 550) will destroy a g "Crawling Dragon #2" (ATK 1600). But keep some Wind monsters in your Deck because Rex has a few t-aligned cards.

ou do let him keep a monster alive for Tribute, be red for some tough monsters. Unlike Espa and Bonz, as several Tribute monsters, including "Sword Arm of n," "Megazowler," and "Red-Eyes B. Dragon." Don't let get out onto the field, or you will lose!



Rex uses a few Spell Cards, such as "Mooyan Curry" for extra hit points, but he also has "Bad Reaction to Simochi," which will make your healing cards hurt you instead of heal you.

to defeat Rex, use monsters of ATK 900 or higher to y his monsters so he can't Tribute them for bigger , and use Wind-aligned monsters for an easy victory.



* NOTE

To rematch with him, do not press **R**. He will just tell you to go away. Talk to him instead. He will ask you if you came to laugh at him. Answer "No" and he'll give you a rematch. After this match, he will Duel you normally.

Sample Cards: Rex Raptor

Card	Type	Align	ATK	DEF	Level
Ancient Jar	Rock	Earth	400	200	1
Bad Reaction to Simochi	Trap	—	—	—	—
Crawling Dragon #2	Dinosaur	Fiend	1600	1200	4
Eyewear	Warrior	Earth	600	500	2
Haniwa	Rock	Earth	500	500	2
Little D	Dinosaur	Earth	1100	700	3
Mechanical Spider	Machine	Forest	400	500	2
Megazowler	Dinosaur	Earth	1800	2000	6
Mooyan Curry	Spell	—	—	—	—
Muka Muka	Rock	Earth	600	600	2
Nightmare Scorpion	Insect	Earth	900	800	3
Queen's Double	Warrior	Earth	350	300	1
Red-Eyes B. Dragon	Dragon	Fiend	2400	2000	7
Steel Scorpion	Machine	Forest	250	300	1
Sword Arm of Dragon	Dinosaur	Earth	1750	2030	6
Swordsman from a Foreign Land	Warrior	Earth	250	250	1
Tomozaurs	Dinosaur	Earth	500	400	2
Trakadon	Dinosaur	Earth	1300	800	3

Roland

Location: Clock Tower Square

Terrain: Normal

Deck: Dragon, Thunder

Unlock Condition: None

Domino Reward: 5000

First Ante Card: Vorse Raider



Roland is Kaiba's security guard and the announcer for the tournament finals. He stands watch over the Kaiba Corp office in the southeast square of the Clock Tower area.

Like Duel Machine, Roland uses a weaker version of Kaiba's Deck. Many of his cards are in the 800 to 900 ATK range, so don't Duel him unless you have cards to match. Refer to the Duel Machine Duelist entry for information on Roland's Deck and how to beat it.



You can only Duel Roland once, but he gives you 30 Deck Capacity points, lots of dominos, and a good card.

Seto Kaiba

Location: Art Museum

Terrain: Normal

Deck: Dragons, Thunder

Unlock Condition: Defeat
Ishizu in Art area

Domino Reward: 80000

First Ante Card: Blue-Eyes Ultimate Dragon

The only time you can Duel Kaiba is when you meet Ishizu at the Art Museum after the conclusion of the Kidnapping. She wants to test your strength, and after you defeat her, she has you Duel Kaiba.

Kaiba has a strong Deck with good dragons. His best card is "Blue-Eyes White Dragon." He has some decent-strength non-Tribute monsters, with ATK values in the 1200 to 1400 range. But at the point in the game when you play him, you should have much stronger monsters than that.



? CAUTION

Seto Kaiba has three "Blue-Eyes White Dragon." Give him enough time and he can summon them to destroy you. Don't let him do it. Watch out also for his "Crush Card" and "Widespread Ruin," which can blunt your counterattack, and "Monster Reborn," which he uses to create a quick Tribute for a monster.



Just keep on the offensive, pummeling him with high ATK monsters and preventing him from summoning "Blue-Eyes White Dragon."

You can only Duel Kaiba once, but he gives you 30 Deck Capacity points, a huge amount of dominos, and a great ante card.

Sample Cards: Seto Kaiba

Card	Type	Align	ATK	DEF	Level
Blue-Eyes White Dragon	Dragon	Light	3000	2500	7
Crush Card	Spell	—	—	—	—
Dark Energy	Spell	—	—	—	—
Dragon Treasure	Spell	—	—	—	—
Fairy Dragon	Dragon	Light	1200	1300	4
Grappler	Reptile	Aqua	1300	1200	4
Gyakutenno Megami	Fairy/Effect	Light	1800	2000	6
Hitotsu-Me Giant	Warrior	Earth	1200	1000	4
Lesser Dragon	Dragon	Fiend	1200	1000	4
Monster Reborn	Spell	—	—	—	—
Mountain	Spell	—	—	—	—
Mystic Horseman	Beast	Forest	1300	1550	4
Ryu-Kishin	Fiend	Wind	1000	500	3
Saggi the Dark	Magician	Shadow	600	1500	3
The Wicked Worm Beast	Beast	Earth	1400	700	3
Widespread Ruin	Trap	—	—	—	—
Tyhone #2	Dragon	Pyro	1700	1900	6

Strings

Location: Bridge

Terrain: Dark

Deck: Aqua, Fiend

Unlock Condition: Claim your fourth Locator Card

Domino Reward: 10000

First Ante Card: Revival Jam



You will see Strings in the Park but won't Duel him until you reach the Bridge. When you do face him, be prepared for some mid-strength Fiends. Nothing should be too powerful for you, but make sure you are aggressive. And watch out for "Revival Jam," which is a 1500 ATK monster that can clone itself.



Strings has a huge advantage up his sleeve! He has an Egyptian God Card, "Slifer the Sky Dragon!" Strings proves a pretty difficult opponent. His cards benefit from the Dark

terrain, gaining extra ATK and DEF. He has some good cards that can summon other monsters to the field, like "Toad Master," and others like "Revival Jam" that can split in two. In both cases, Strings can bring out many monsters very quickly, faster than normal, thereby overwhelming you with monsters. Beware his ATK 4000/DEF 4000 monster! This one is a terror and if it gets out, you are toast!



Once you beat Strings, Marik again shows up under a cloak. You can then ask him two questions: "What are you up to?" and "Who are you?" If you ask what he is up to, he tells you that the Ghouls have one plan, and that is to

bring together all the rare cards and gain ultimate power. He then tells you his name is Marik. If you ask "Who are you?" he tells you he is Marik Ishtar, and that he entered the tournament to gain cards. So you can get both answers by asking the first question.

After defeating Strings, the Aquarium becomes available on the map.

Sample Cards: Strings

Card	Type	Align	ATK	DEF	Level
Candle of Fate	Fiend	Pyro	600	600	2
Dorover	Aqua	Aqua	900	800	3
Frog the Jam	Aqua	Aqua	700	500	2
Hiro's Shadow Scout	Fiend	Fiend	650	500	2
Liquid Beast	Aqua	Aqua	950	800	3
Madjinn Gunn	Fiend	Fiend	600	800	2
Meda Bat	Fiend	Fiend	800	400	2
Midnight Fiend	Fiend	Fiend	800	600	2
Needle Ball	Fiend	Fiend	750	700	2
Revival Jam	Aqua/Effect	Aqua	1500	500	4
Slifer the Sky Dragon!	Dragon/Effect	Divine	4000	4000	12
The Drdek	Fiend	Fiend	700	800	3
Toad Master	Aqua/Effect	Aqua	1000	1000	3
Twin Long Rods #1	Aqua	Fiend	900	700	3

Tristan Taylor

Location: Clock Tower Square

Terrain: Normal

Deck: Clock Tower Square Deck

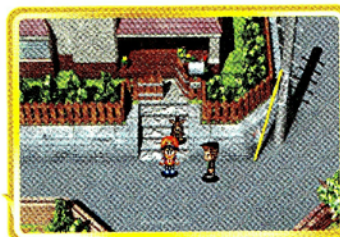
Unlock Condition: None

Domino Reward: Under 200

First Ante Card: Varies



Tristan is the president of the booster club at your school and your sponsor. He is always available to Duel, so you can pump up your Deck Capacity and level, and earn dominos.



He is an extremely weak Duelist, using the Clock Tower Square Deck (see the Common Duelist section). You should have no trouble defeating him.

Yugi Muto

Location: Kaiba Corp Island

Terrain: Dark

Deck: Dragon, Magician

Unlock Condition: Make it to the semifinals

Domino Reward: 70000

First Ante Card: Dark Magician



Yugi is a great Duelist, but like Joey, he won't face you often. In the beginning of the game, after you meet Arkana and return to Grandpa's Shop, you'll be able to meet with Yugi and Duel him once. But you won't Duel again until the semifinals match on Kaiba Corp Island.

The Duel in the beginning of the game is a purely optional one, and Yugi's Deck there is hardly representative of his power in the semifinals. You should have little trouble defeating it with ATK 700+ monsters. The Deck and stats illustrated here are for his "serious" Deck.



When you face Yugi, be prepared for some powerful monsters. He has a good mix of dragons and magicians, and two especially powerful cards: "Summoned Skull" and "Slifer the Sky Dragon."

The former is his most

powerful non-God card, better than his "Dark Magician" because it only requires one Tribute. Yugi is adept at using "Monster Reborn" to revive one of your dead monsters and then instantly summon his "Skull."

CAUTION

The "Summoned Skull" is only one example of Yugi's spectacular cards. Others are "Beast of Gilfer," "Dark Magician," and the even more awesome "Master of Dragon Soldier," "Slifer," and "Valkyrion." Key to stopping them is not allowing him to Tribute any monsters. Watch out for "Multiply" and his "Swords of Revealing Light," which let him get free Tribute monsters quickly or stall you while he draws and plays cards, and his "Big Shield Gardna." Monster Removal Cards are a must.

You will need Trap Cards to stop his attacks, and Power-Up Cards to make your monsters stronger than his "Summoned Skull."

One last thing you must do is prevent him from sacrificing any creatures to call out "Slifer the Sky Dragon." Although you have your own God Card by the time you Duel the "real" Yugi, if you don't have it out at the same time, Yugi will kill you with Slifer. Better to not let Yugi's God Card come out at all.



Sample Cards: Yugi

Card	Type	Align	ATK	DEF	Level
Beast of Gilfer	Fiend/Effect	Shadow	2200	2500	6
Beta the Magnet Warrior	Rock/Effect	Earth	1700	1600	4
Big Shield Gardna	Warrior	Earth	100	2600	4
Blackland Fire Dragon	Dragon	Shadow	1500	800	4
Brain Control	Spell	—	—	—	—
Buster Blader	Warrior/Effect	Earth	2600	2300	7
Celtic Guardian	Warrior	Light	1400	1200	4
Chimera the Flying Mythical Beast	Beast	Dreams	2100	1800	6
Curse of Dragon	Dragon/Effect	Wind	2000	1500	5
Dark Magician	Magician	Shadow	2500	2100	7
Dark Magician Girl	Magician/Effect	Shadow	2000	1700	6
Exodia the Forbidden One	Magician	Shadow	1000	1000	3
Gamma the Magnet Warrior	Rock/Effect	Earth	1500	1800	4
Gazelle the King of Mythical Beasts	Beast	Dreams	1500	1200	4
Great White	Fish	Aqua	1600	800	4
Horn of the Unicorn	Spell	—	—	—	—
Koumori Dragon	Dragon	Fiend	1500	1200	4
Kuriboh	Fiend	Shadow	300	200	1
Left Arm of the Forbidden One	Magician	Shadow	200	300	1

Sample Cards: Yugi

(continued)

Card	Type	Align	ATK	DEF	Level
Left Leg of the Forbidden One	Magician	Shadow	200	300	1
Master of Dragon Soldier	Dragon/Effect	Divine	5000	5000	12
Meteor Dragon	Dragon	Earth	1800	2000	6
Multiply	Spell	—	—	—	—
Mystical Elf	Magician/Effect	Light	800	2000	4
Mystical Moon	Spell	—	—	—	—
Right Arm of the Forbidden One	Magician	Shadow	200	300	1
Right Leg of the Forbidden One	Magician	Shadow	200	300	1
Slifer the Sky Dragon	Dragon/Effect	Divine	4000	4000	12
Spellbinding Circle	Spell	—	—	—	—
Summoned Skull	Fiend	Fiend	2500	1200	6
Swords of Revealing Light	Spell	—	—	—	—
Winged Dragon, Guardian of the Fortress #1	Dragon	Wind	1400	1200	4

Weevil Underwood

Location: Park

Terrain: Forest

Deck: Insects, Plants

Unlock Condition: Win all three Locator Cards in Clock Tower Square

Domino Reward: 3000

First Ante Card: Insect Queen



NOTE

Weevil's people use roughly the same Deck as he does, except without "Insect Queen" and a few of his better cards.

Once you Duel Weevil, you will realize that he has some tricks he can use to catch you off guard. He plays some traps that can kill even your big creatures. Weevil has mostly Insects and Plants. Many of his Insects are Wind-aligned, which will kill your Earth monsters instantly, even if his monsters have lower ATK or DEF!



Watch out for his "Pinch Hopper" and "Insect Queen" combo. He uses "Pinch Hopper's" effect to sacrifice itself and summon an Insect card of his choice from his Deck. He always chooses "Insect Queen." It is one of his best cards and, because of the Forest terrain, pumped up to ATK 2860 and DEF 3120!



He also has several "Parasite Paracides," an Effect monster that he uses to alter your monsters. When he plays "Parasite Paracide," it replaces one of your monsters on the field. Weevil can thus choose to play a "Parasite Paracide" on a "Blue-Eyes White Dragon," for instance, and the Dragon will be gone, and replaced by the Parasite. You can still attack, but now you are using "Parasite Paracide" instead.

Sample Cards: Weevil Underwood

Card	Type	Align	ATK	DEF	Level
Basic Insect	Insect	Forest	500	700	2
Bladefly	Insect	Forest	600	700	2
Gale Dogra	Insect	Forest	650	600	2
Hercules Beetle	Insect	Forest	1500	2000	5
Infinite Dismissal	Trap	—	—	—	—
Insect Queen	Insect/Effect	Forest	2200	2400	7
Korogashi	Insect	Forest	550	400	2
Leghul	Insect/Effect	Forest	300	350	1
Man-Eater Bug	Insect	Forest	450	600	2
Nemuriko	Magician/Effect	Shadow	800	700	3
Ooguchi	Aqua	Aqua	300	250	1
Parasite Paracide	Insect/Effect	Forest	500	300	2
Pinch Hopper	Insect/Effect	Forest	1000	1200	4
Rainbow Flower	Plant	Forest	400	500	2
Senju of the Thousand Hands	Fairy	Light	1400	1000	4
Tentacle Plant	Plant	Forest	500	600	2

CARDS

30,000-Year White Turtle

Number: 449
Class: Aqua
Alignment: Aqua
Deck Cost: 116
ATK: 1250
DEF: 2100
Star Level: 5
Password: 11714098



Description: A gigantic white turtle that has lived for 30,000 years. It is highly protected from damage.

7 Colored Fish

Number: 440
Class: Fish
Alignment: Aqua
Deck Cost: 260
ATK: 1800
DEF: 800
Star Level: 4
Password: 23771716



Description: An extremely rare Fish in the seven colors of a rainbow. Capturing it is not a feat to be taken lightly.

7 Completed

Number: 900
Class: Spell
Alignment: —
Deck Cost: 75
ATK: —
DEF: —
Star Level: —
Password: 86198326



Description: An Equip Spell that is designed to power up a Machine. It is only intended to power up a "Slot Machine."

Abyss Flower

Number: 579
Class: Plant
Alignment: Forest
Deck Cost: 53
ATK: 750
DEF: 400
Star Level: 2
Password: 40387124



Description: A rarely seen flower of symmetry with a thorn stem. It grows silently in deep darkness out of light's reach.

Acid Crawler

Number: 640
Class: Insect
Alignment: Forest
Deck Cost: 72
ATK: 900
DEF: 700
Star Level: 3
Password: 77568553



Description: A gigantic Insect larva that spits an extremely vile acid. The powerful acid melts everything.

Acid Trap Hole

Number: 685
Class: Trap
Alignment: —
Deck Cost: 10
ATK: —
DEF: —
Star Level: —
Password: 41356845



Description: A Trap Card that is deadly to any monster that attacks it. If the monster's ATK is 3000 or less, the trap wipes it out.

Air Eater

Number: 472
Class: Fiend
Alignment: Fiend
Deck Cost: 116
ATK: 2100
DEF: 1600
Star Level: 6
Password: 08353769



Description: A many-armed Fiend that can inhale air to create an air-less state. By doing so, it suffocates its foes.

Air Marmot of Nefariousness

Number: 202
Class: Beast
Alignment: Fiend
Deck Cost: 37
ATK: 400
DEF: 600
Star Level: 2
Password: 75889523



Description: A ferocious marmot that has the horn and wings of a Fiend. It attacks by hurling acorns.

Akakieisu

Number: 190
Class: Magician
Alignment: Shadow
Deck Cost: 87
ATK: 1000
DEF: 800
Star Level: 3
Password: 38035986



Description: A clown-like Magician that lays death curses on its opponents. Anyone that listens to its spell chants grows faint.

Akihiron

Number: 150
Class: Aqua
Alignment: Aqua
Deck Cost: 25
ATK: 1700
DEF: 1400
Star Level: 5
Password: 36904469



Description: A bizarre creature that hides itself in the safety of water. Its strange appearance is mind-boggling.

Alinsection

Number: 477
Class: Insect
Alignment: Forest
Deck Cost: 79
ATK: 950
DEF: 700
Star Level: 3
Password: 70924884



Description: A large stag beetle whose large pincer is edged with saw blades. Its forelegs also serve as rasping saws.

Alligator's Sword

Number: 761
Class: Beast
Alignment: Wind
Deck Cost: 183
ATK: 1500
DEF: 1200
Star Level: 4
Password: 64428736



Description: A lizardman that is highly skilled in the handling of swords. It swings its sword at the speed of sound.

Alligator's Sword Dragon

Number: 837
 Class: Dragon
 Alignment: Wind
 Deck Cost: 25
 ATK: 1700
 DEF: 1500
 Star Level: 5
 Password: 03366982



Description: A lizardman with a Dragon steed created from the fusion of a "Baby Dragon" and an "Alligator's Sword."

Alpha The Magnet Warrior

Number: 738
 Class: Rock/Effect
 Alignment: Earth
 Deck Cost: 233
 ATK: 1400
 DEF: 1700
 Star Level: 4
 Password: 99785935



Description: A magnetized monster that can meld with "Beta" and "Gamma" into one. The other two must be on the field to integrate with "Alpha."

Amazon Archers

Number: 870
 Class: Trap
 Alignment: —
 Deck Cost: 15
 ATK: —
 DEF: —
 Star Level: —
 Password: TBD



Description: A Trap Card of female archers that rain arrows on a foe. It powers down a monster on the foe's field.

Amazon Chain Master

Number: 862
 Class: Warrior/Effect
 Alignment: Earth
 Deck Cost: 183
 ATK: 1500
 DEF: 1300
 Star Level: 4
 Password: TBD



Description: A combative female Warrior who is skilled at using a chain. She lives in northern outlands where she hunts for pleasure.

Amazon of the Seas

Number: 626
 Class: Fish
 Alignment: Aqua
 Deck Cost: 161
 ATK: 1300
 DEF: 1400
 Star Level: 4
 Password: 17968114



Description: A blue-haired mermaid who serves a deity of the seven seas. She watches guard over an area of sanctity.

Amazon Sword Woman

Number: 869
 Class: Warrior
 Alignment: Earth
 Deck Cost: 14
 ATK: 1500
 DEF: 1600
 Star Level: 5
 Password: TBD



Description: A female Warrior who is an expert at battling with a sword. She easily wields a heavy sword in one hand.

Ameba

Number: 484
 Class: Aqua
 Alignment: Aqua
 Deck Cost: 19
 ATK: 300
 DEF: 350
 Star Level: 1
 Password: 95174353



Description: A gelatinous monster that engulfs prey completely from above. It digests the trapped prey slowly to cause damage.

Amphibian Beast

Number: 836
 Class: Fish
 Alignment: Aqua
 Deck Cost: 231
 ATK: 2400
 DEF: 2000
 Star Level: 6
 Password: 67371383



Description: A creature that attacks quickly like a Beast while on land. In water, it strikes fast like a Fish.

Amphibious Bugroth

Number: 639
 Class: Aqua
 Alignment: Aqua
 Deck Cost: 50
 ATK: 1850
 DEF: 1300
 Star Level: 5
 Password: 40173854



Description: A "Terra Bugroth" that has undergone major retrofitting. It is now capable of use in water as well as on land.

Ancient Brain

Number: 175
 Class: Fiend
 Alignment: Shadow
 Deck Cost: 87
 ATK: 1000
 DEF: 700
 Star Level: 3
 Password: 42431843



Description: A fallen angel that has been banished from the heavens. It is highly skilled at the use of dark powers for fighting.

Ancient Elf

Number: 433
 Class: Magician
 Alignment: Light
 Deck Cost: 172
 ATK: 1450
 DEF: 1200
 Star Level: 4
 Password: 93221206



Description: An elf that has lived for thousands upon thousands of years. It controls elementals to attack foes.

Ancient Jar

Number: 167
 Class: Rock
 Alignment: Earth
 Deck Cost: 22
 ATK: 400
 DEF: 200
 Star Level: 1
 Password: 81492226



Description: An easily broken jar that was made in ancient times. Something appears to lurk within its murky confines.

Ancient Lamp

Number: 861
Class: Magician/Effect
Alignment: Wind
Deck Cost: 151
ATK: 900
DEF: 1400
Star Level: 3
Password: TBD



Description: An animated magic lamp. It can summon a "La Jinn the Mystical Genie of the Lamp" if there is open space on the own field.

Ancient Lizard Warrior

Number: 630
Class: Reptile
Alignment: Aqua
Deck Cost: 161
ATK: 1400
DEF: 1100
Star Level: 4
Password: 43230671



Description: A lizard Warrior that appears as it did since the olden days. Surprisingly enough, it is stronger than it looks.

Ancient One of the Deep Forest

Number: 575
Class: Beast
Alignment: Forest
Deck Cost: 61
ATK: 1800
DEF: 1900
Star Level: 6
Password: 14015067



Description: A white goat that has lived in a forest for many, many years. It is also known as the "Ancient Sage of the Forest".

Ancient Sorcerer

Number: 259
Class: Magician
Alignment: Shadow
Deck Cost: 140
ATK: 1000
DEF: 1300
Star Level: 4
Password: 36821538



Description: A masked sorcerer from long ago that bears numerous rods. He wields the various rods to affect many kinds of attacks.

Ancient Tool

Number: 124
Class: Machine
Alignment: Fiend
Deck Cost: 25
ATK: 1700
DEF: 1400
Star Level: 5
Password: 49587396



Description: A Machine that was found in the ruins of an ancient culture. It appears to have been made solely to destroy.

Ancient Tree of Enlightenment

Number: 273
Class: Plant
Alignment: Forest
Deck Cost: 183
ATK: 600
DEF: 1500
Star Level: 3
Password: 86421986



Description: An ancient tree that grew enlightened over many long years. It uses its vast knowledge to avoid many kinds of attacks.

Ansatsu

Number: 127
Class: Warrior
Alignment: Shadow
Deck Cost: 25
ATK: 1700
DEF: 1200
Star Level: 5
Password: 48365709



Description: A stealthy Warrior that is a deadly assassination specialist. It cunningly sneaks up on targets without a sound in darkness.

Anthrosaurus

Number: 568
Class: Dinosaur
Alignment: Earth
Deck Cost: 87
ATK: 1000
DEF: 850
Star Level: 3
Password: 89904598



Description: A standing Dinosaur that has the build like that of humans. While it is highly intelligent, it is not very strong.

Anti Raigeki

Number: 782
Class: Trap
Alignment: —
Deck Cost: 20
ATK: —
DEF: —
Star Level: —
Password: 42364257



Description: A Trap Card that protects the player's monsters from "Raigeki." Instead, it destroys all the monsters on the foe's field.

Aqua Dragon

Number: 442
Class: Sea Dragon
Alignment: Aqua
Deck Cost: 168
ATK: 2250
DEF: 1900
Star Level: 6
Password: 86164529



Description: A furtive Dragon that lurks quietly out of sight underwater. It attacks by shooting blocks of water from its mouth.

Aqua Madoor

Number: 213
Class: Magician
Alignment: Aqua
Deck Cost: 319
ATK: 1200
DEF: 2000
Star Level: 4
Password: 85639257



Description: A masked Magician with the power to manipulate water. It creates thick walls of water to crush foes.

Aqua Serpent

Number: 839
Class: Aqua
Alignment: Aqua
Deck Cost: 183
ATK: 1500
DEF: 1200
Star Level: 4
Password: TBD



Description: An aquatic serpent that crawls along the bottom of the sea. It suddenly appears and attacks when it spots prey.

Aqua Snake

Number: 446
 Class: Aqua
 Alignment: Aqua
 Deck Cost: 95
 ATK: 1050
 DEF: 900
 Star Level: 3
 Password: 12436646



Description: An aqueous snake with the eyes of a bug and an orb on its tail. The orb is used to hypnotize foes so that they drown.

Arlownay

Number: 180
 Class: Plant
 Alignment: Forest
 Deck Cost: 87
 ATK: 800
 DEF: 1000
 Star Level: 3
 Password: 14708569



Description: A female being that lurks in a flower to cast toxic dust. She is very dangerous and must not be approached.

Arma Knight

Number: 196
 Class: Aqua
 Alignment: Aqua
 Deck Cost: 121
 ATK: 1000
 DEF: 1200
 Star Level: 4
 Password: 36151751



Description: A marine

Warrior that has assumed the guise of an ammonite. From ancient times, it has protected the sea from outsiders.

Armaill

Number: 172
 Class: Warrior
 Alignment: Pyro
 Deck Cost: 140
 ATK: 700
 DEF: 1300
 Star Level: 3
 Password: 53153481



Description: A remarkable Warrior with a tail that is in the form of a sword. It launches three-hit attacks with its two arms and its tail.

Armed Ninja

Number: 469
 Class: Warrior
 Alignment: Aqua
 Deck Cost: 16
 ATK: 300
 DEF: 300
 Star Level: 1
 Password: 09076207



Description: A stealthy ninja who is colored blue entirely from head to toe. He attacks with a large sickle and his spiked feet.

Armored Lizard

Number: 51
 Class: Reptile
 Alignment: Aqua
 Deck Cost: 183
 ATK: 1500
 DEF: 1200
 Star Level: 4
 Password: 15480588



Description: As its name implies, this lizard is clad in an armor-like hide. A bite of its cavernous mouth can be deadly.

Armored Rat

Number: 629
 Class: Beast
 Alignment: Forest
 Deck Cost: 103
 ATK: 950
 DEF: 1100
 Star Level: 3
 Password: 16246527



Description: A seemingly shell-wearing rat with hair that is like an armor. Its tough hide provides a good deal of protection.

Armored Starfish

Number: 615
 Class: Aqua
 Alignment: Aqua
 Deck Cost: 161
 ATK: 850
 DEF: 1400
 Star Level: 4
 Password: 17535588



Description: A greenish starfish with a tough and durable body surface. The stiff body gives it relatively high defense.

Armored Zombie

Number: 96
 Class: Zombie
 Alignment: Fiend
 Deck Cost: 183
 ATK: 1500
 DEF: 0
 Star Level: 3
 Password: 20277860



Description: An armored Warrior that returned from the dead with evil intent. It waves its sword wildly with seemingly no control.

Axe of Despair

Number: 304
 Class: Spell
 Alignment: —
 Deck Cost: 100
 ATK: —
 DEF: —
 Star Level: —
 Password: 40619825



Description: A corrupt axe that has the face of a Fiend placed on it. It maximizes the power of a Fiend, Beast-Warrior, etc.

Axe Raider

Number: 78
 Class: Warrior
 Alignment: Earth
 Deck Cost: 233
 ATK: 1700
 DEF: 1150
 Star Level: 4
 Password: 48305365



Description: A wild and primitive Warrior that arms itself with an axe. It metes out powerful blows by swinging its axe in one hand.

B. Dragon Jungle King

Number: 571
 Class: Dragon
 Alignment: Forest
 Deck Cost: 116
 ATK: 2100
 DEF: 1800
 Star Level: 6
 Password: 89832901



Description: A jet-black Dragon that makes its home in dense jungles. Its huge teeth enable it to crunch and devour trees.

B. Skull Dragon

Number: 217
Class: Dragon
Alignment: Fiend
Deck Cost: 5
ATK: 3200
DEF: 2500
Star Level: 9
Password: n/a



Description: A fiendish dark Dragon that is of extremely high rarity. It is the fusion of a rare Fiend and a Dragon.

Baby Dragon

Number: 4
Class: Dragon
Alignment: Earth
Deck Cost: 121
ATK: 1200
DEF: 700
Star Level: 3
Password: 88819587



Description: Despite its infancy, this Dragon must not be taken lightly. The power it embodies is unimaginable.

Bad Reaction to Simochi

Number: 688
Class: Trap
Alignment: —
Deck Cost: 2
ATK: —
DEF: —
Star Level: —
Password: 40633297



Description: A Trap Card that reverses the effect of any healing Spell Card. If a healing card is used, it injures the user.

Banisher of the Light

Number: 814
Class: Fairy
Alignment: Light
Deck Cost: 319
ATK: 100
DEF: 2000
Star Level: 3
Password: 61528025



Description: A forbidding figure that has been made the guardian of light. He has been commanded to banish those who serve the dark side.

Baron of the Fiend Sword

Number: 802
Class: Fiend
Alignment: Shadow
Deck Cost: 195
ATK: 1550
DEF: 800
Star Level: 4
Password: 86325596



Description: A noble who brandishes a sword imbued with dark emotions. He chases down quarry with grim and relentless purpose.

Barox

Number: 86
Class: Fiend
Alignment: Forest
Deck Cost: 86
ATK: 1800
DEF: 2000
Star Level: 5
Password: 06840573



Description: A winged creature that flies about freely in full darkness. It punches foes with its long and hairy arms.

Barrel Dragon

Number: 743
Class: Machine/Effect
Alignment: Shadow
Deck Cost: 30
ATK: 2600
DEF: 2200
Star Level: 7
Password: 81480460



Description: A mechanical Dragon fitted with cannons. It can wipe out up to three monsters on the opponent's field with a 2-to-1 success rate.

Barrel Lily

Number: 489
Class: Plant
Alignment: Forest
Deck Cost: 103
ATK: 1100
DEF: 600
Star Level: 3
Password: 67841515



Description: A dangerous lily that acts very much like a nature-made pistol. It attacks by shooting "bullets" of pollen.

Barrel Rock

Number: 455
Class: Rock
Alignment: Earth
Deck Cost: 140
ATK: 1000
DEF: 1300
Star Level: 4
Password: 10476868



Description: A rock-hard monster with machine guns on its shoulders. It rams foes while shooting the machine guns steadily.

Basic Insect

Number: 50
Class: Insect
Alignment: Forest
Deck Cost: 47
ATK: 500
DEF: 700
Star Level: 2
Password: 89091579



Description: An Insect with oversized front legs that lives in a swarm. Forests are paradise to them.

Bat

Number: 411
Class: Machine
Alignment: Fiend
Deck Cost: 19
ATK: 300
DEF: 350
Star Level: 1
Password: 72076281



Description: A mechanical bat that is used to undertake bombing missions. It carries bombs under its wings.

Battle Ox

Number: 26
Class: Beast-Warrior/Effect
Alignment: Forest
Deck Cost: 233
ATK: 1700
DEF: 1000
Star Level: 4
Password: 05053103



Description: A fearsome ox monster that wields the power of "Axe Crusher." When used, it eliminates all Pyro Types from the enemy field.

Battle Steer

Number: 14
 Class: Beast-Warrior
 Alignment: Fiend
 Deck Cost: 41
 ATK: 1800
 DEF: 1300
 Star Level: 5
 Password: 18246479



Description: A forest-dwelling Fiend that is part man and part ox. It attacks by lowering its head and ramming with its horn.

Battle Warrior

Number: 100
 Class: Warrior
 Alignment: Earth
 Deck Cost: 87
 ATK: 700
 DEF: 1000
 Star Level: 3
 Password: 55550921



Description: A proud and muscle-bound Warrior that has no use for weapons. Instead, it chooses to battle using only its bare knuckles.

Beaked Snake

Number: 590
 Class: Reptile
 Alignment: Aqua
 Deck Cost: 72
 ATK: 800
 DEF: 900
 Star Level: 3
 Password: 06103114



Description: A massive constrictor snake with an impressive beak. It binds its foe with its long body and pecks away unopposed.

Bean Soldier

Number: 511
 Class: Plant
 Alignment: Forest
 Deck Cost: 161
 ATK: 1400
 DEF: 1300
 Star Level: 4
 Password: 84990171



Description: A courageous Plant Warrior that attacks with a knife and beans. Be careful—it is stronger than it looks.

Bear Trap

Number: 683
 Class: Trap
 Alignment: —
 Deck Cost: 2
 ATK: —
 DEF: —
 Star Level: —
 Password: TBD



Description: A Trap Card that is deadly to stronger monsters that attack it. If the monster's ATK is 1500 or less, the trap wipes it out.

Beast Fangs

Number: 308
 Class: Spell
 Alignment: —
 Deck Cost: 100
 ATK: —
 DEF: —
 Star Level: —
 Password: 46009906



Description: A viciously arranged set of fangs that can enhance power. It is only useful on a monster with fangs such as a Beast.

Beast of Gilfer

Number: 778
 Class: Fiend/Effect
 Alignment: Shadow
 Deck Cost: 279
 ATK: 2200
 DEF: 2500
 Star Level: 6
 Password: 50287060



Description: A peculiar, Dragon-like Fiend. In return for its own demise, it can power down all monsters on the foe's field.

Beast of Talwar

Number: 798
 Class: Fiend
 Alignment: Fiend
 Deck Cost: 12
 ATK: 2400
 DEF: 2150
 Star Level: 7
 Password: 11761845



Description: A Fiend that bears a weapon that is highly exclusive use. Even among Fiends, only the swordplay experts may touch it.

Beastking of the Swamps

Number: 258
 Class: Aqua/Effect
 Alignment: Earth
 Deck Cost: 103
 ATK: 1000
 DEF: 1100
 Star Level: 4
 Password: 99426834



Description: A terribly slimy being that makes its lair in boggy swamps. It can pull all monsters in the field and drown them in a swamp.

Beastly Mirror Ritual

Number: 674
 Class: Ritual
 Alignment: —
 Deck Cost: 0
 ATK: —
 DEF: —
 Star Level: —
 Password: n/a



Description: A ritual summoning a "Fiend's Mirror" in return for a Tribute. For this, two monsters and a "Fiend's Reflection #1" are needed.

Beautiful Beast Trainer

Number: 434
 Class: Warrior
 Alignment: Forest
 Deck Cost: 32
 ATK: 1750
 DEF: 1500
 Star Level: 5
 Password: 29616941



Description: A ravishing female Beast trainer whose gender makes her rare. When she has her whip in hand, her very personality changes.

Beautiful Headhuntress

Number: 234
 Class: Warrior
 Alignment: Shadow
 Deck Cost: 207
 ATK: 1600
 DEF: 800
 Star Level: 4
 Password: 16899564



Description: A ravishing beauty of a Japanese girl wearing a kimono. Despite her beauty, her katana has claimed many heads.

Beaver Warrior

Number: 27
Class: Beast-Warrior
Alignment: Forest
Deck Cost: 183
ATK: 1200
DEF: 1500
Star Level: 4
Password: 32452818



Description: A small and furry Warrior that is fully armored and armed. Though it is small, it has high defense in grasslands.

Beckon to Darkness

Number: 898
Class: Spell
Alignment: —
Deck Cost: 15
ATK: —
DEF: —
Star Level: —
Password: TBD



Description: A Trap Card that causes the banishment of a monster to darkness. If attacked, it destroys a monster on the foe's field.

Behegon

Number: 550
Class: Aqua
Alignment: Aqua
Deck Cost: 150
ATK: 1350
DEF: 1000
Star Level: 4
Password: 94022093



Description: A Sea Serpent known for its peculiar behavior and appearance. It is noted for its large mouth and tusks.

Berfomet

Number: 749
Class: Fiend
Alignment: Fiend
Deck Cost: 41
ATK: 1400
DEF: 1800
Star Level: 5
Password: 77207191



Description: An immense being with huge wings that keep it aloft. The wings are said to be able to repel any wind.

Beta The Magnet Warrior

Number: 757
Class: Rock/Effect
Alignment: Earth
Deck Cost: 233
ATK: 1700
DEF: 1600
Star Level: 4
Password: 39256679



Description: A magnetized monster that fuses with "Alpha" and "Gamma" into one. The other two must be on the field to integrate with "Beta."

Bickuribox

Number: 385
Class: Fiend
Alignment: Fiend
Deck Cost: 6
ATK: 2300
DEF: 2000
Star Level: 7
Password: 25655502



Description: A birdlike Fiend that hides inside a jack-in-the-box case. It springs out without warning to strike.

Big Eye

Number: 171
Class: Fiend
Alignment: Dreams
Deck Cost: 121
ATK: 1200
DEF: 1000
Star Level: 4
Password: 16768387



Description: A bizarre being that has eyes peering from all over its body. It uses the numerous eyes to hypnotize its foes.

Big Insect

Number: 49
Class: Insect
Alignment: Forest
Deck Cost: 183
ATK: 1200
DEF: 1500
Star Level: 4
Password: 53606874



Description: A gigantic ant that makes its home in deep forests and jungles. Its attack and defense are surprisingly high.

Big Shield Gardna

Number: 758
Class: Warrior
Alignment: Earth
Deck Cost: 532
ATK: 100
DEF: 2600
Star Level: 4
Password: 65240384



Description: A legendary shield of a massive size and ornate design. It is said to have fended off a million-strong army in the past.

Bio Plant

Number: 295
Class: Fiend
Alignment: Forest
Deck Cost: 140
ATK: 600
DEF: 1300
Star Level: 3
Password: 07670542



Description: A hideous monstrosity of a Plant with many eyes and legs. It was made as a result of an experiment gone wrong.

Bite Shoes

Number: 776
Class: Fiend
Alignment: Fiend
Deck Cost: 29
ATK: 500
DEF: 300
Star Level: 2
Password: 50122883



Description: A devious monster that assumed the guise of a boot. If anyone were to put it on, it would bite off his foot.

Black Illusion Ritual

Number: 783
Class: Ritual
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: 41426869



Description: A ritual for summoning a "Relinquished" in return for a T. For this, a "Dark-Eyes Illusionist," etc., is needed.

Black Luster Ritual

Number: 670
 Class: Spell
 Alignment: —
 Deck Cost: 0
 ATK: —
 DEF: —
 Star Level: —
 Password: n/a



Description: A ritual summoning a "Black Luster Soldier" with a Tribute. For this ritual, a "Gaia the Fierce Knight," etc., is needed.

Black Luster Soldier

Number: 364
 Class: Warrior/Ritual
 Alignment: Divine
 Deck Cost: 255
 ATK: 3000
 DEF: 2500
 Star Level: 8
 Password: n/a



Description: The strongest of all soldiers, it suitably wears black. It equals the "Blue-Eyes White Dragon" in ability.

Black Pendant

Number: 311
 Class: Spell
 Alignment: —
 Deck Cost: 100
 ATK: —
 DEF: —
 Star Level: —
 Password: 65169794



Description: A mystical pendant that features a purplish gemstone. When equipped, it powers up a "Dark Magician," etc.

Blackland Fire Dragon

Number: 10
 Class: Dragon
 Alignment: Shadow
 Deck Cost: 183
 ATK: 1500
 DEF: 800
 Star Level: 4
 Password: 87564352



Description: A Dragon that makes its lair deep in impenetrable darkness. Its power of vision is not very good.

Bladefly

Number: 609
 Class: Insect
 Alignment: Forest
 Deck Cost: 47
 ATK: 600
 DEF: 700
 Star Level: 2
 Password: 28470714



Description: A red-and-black striped Insect with swordlike forelegs. It flies at foes with its forelegs out.

Blast Juggler

Number: 417
 Class: Machine
 Alignment: Pyro
 Deck Cost: 72
 ATK: 800
 DEF: 900
 Star Level: 3
 Password: 70138455



Description: A mechanical monster that has the body of a time bomb. Above all else it loves to explode.

Blast Sphere

Number: 736
 Class: Machine
 Alignment: Pyro
 Deck Cost: 161
 ATK: 1400
 DEF: 1400
 Star Level: 4
 Password: TBD



Description: A mechanized bomb that has hooks used for latching onto its enemy. It defeats it with a devastating explosion.

Blocker

Number: 416
 Class: Machine
 Alignment: Fiend
 Deck Cost: 260
 ATK: 850
 DEF: 1800
 Star Level: 4
 Password: 34743446



Description: A peculiar Machine made up of a jumble of parts that are weapons. The parts separate and attack in a swarm.

Blue-Eyed Silver Zombie

Number: 139
 Class: Zombie
 Alignment: Fiend
 Deck Cost: 72
 ATK: 900
 DEF: 700
 Star Level: 3
 Password: 35282433



Description: A horrifying being that fires a deadly ray from its one eye. The ray is said to turn victims into Zombies.

Blue-Eyes Toon Dragon

Number: 767
 Class: Dragon
 Alignment: Light
 Deck Cost: 95
 ATK: 3000
 DEF: 2500
 Star Level: 8
 Password: 53183600



Description: A cartoony Dragon that was a "Blue-Eyes White Dragon." It had been drawn into the Toon World and transformed.

Blue-Eyes Ultimate Dragon

Number: 380
 Class: Dragon/Ritual
 Alignment: Divine
 Deck Cost: 255
 ATK: 4500
 DEF: 3800
 Star Level: 12
 Password: n/a



Description: The ultimate of all the Dragons that has three awe-inspiring heads. It is formed by three "Blue-Eyes White Dragons."

Blue-Eyes Ultimate Dragon

Number: 866
 Class: Dragon/Ritual
 Alignment: Divine
 Deck Cost: 255
 ATK: 4500
 DEF: 3800
 Star Level: 12
 Password: n/a



Description: The ultimate of all Dragons that has three awe-inspiring heads. It is formed by the fusion of three "Blue-Eyes White Dragons."

Blue-Eyes White Dragon

Number: 1
Class: Dragon
Alignment: Light
Deck Cost: 95
ATK: 3000
DEF: 2500
Star Level: 8
Password: 80906030



Description: A legendary Dragon that takes pride in its enormous power. Its power of destruction far exceeds comprehension.

Blue-Eyes White Dragon

Number: 887
Class: Dragon
Alignment: Light
Deck Cost: 95
ATK: 3000
DEF: 2500
Star Level: 8
Password: 89631139



Description: A legendary Dragon that takes pride in its enormous power. Its powers of destruction far exceed comprehension.

Blue-Winged Crown

Number: 636
Class: Winged Beast
Alignment: Wind
Deck Cost: 207
ATK: 1600
DEF: 1200
Star Level: 4
Password: 41396436



Description: A bird that is engulfed in flames, giving it a bluish-white color. It has a tuft of hair that looks like a crown.

Boar Soldier

Number: 825
Class: Beast-Warrior
Alignment: Earth
Deck Cost: 319
ATK: 2000
DEF: 500
Star Level: 4
Password: 21340051



Description: A porcine Beast-Warrior that wields a massive stone axe. It destroys everything that happens to be within sight.

Bolt Escargot

Number: 460
Class: Thunder
Alignment: Thunder
Deck Cost: 7
ATK: 1400
DEF: 1500
Star Level: 5
Password: 12146024



Description: An enormous snail that spits a gooey, immobilizing fluid. After making the foe unable to move, it attacks with electricity.

Bolt Penguin

Number: 461
Class: Thunder
Alignment: Thunder
Deck Cost: 103
ATK: 1100
DEF: 800
Star Level: 3
Password: 48531733



Description: A penguin with electric whips in the place of its wings. It stuns its foe with electricity, then garrotes them.

Bone Mouse

Number: 548
Class: Zombie
Alignment: Fiend
Deck Cost: 22
ATK: 400
DEF: 300
Star Level: 1
Password: 21239280



Description: A vengeful mouse that came back from the dead as a Zombie. Its purpose is to exact revenge on the cat that killed it.

Boneheimer

Number: 856
Class: Aqua
Alignment: Aqua
Deck Cost: 65
ATK: 850
DEF: 400
Star Level: 3
Password: 98456117



Description: A sea horse that wanders with the waves in search of prey. It feeds by draining the prey of all body fluids.

Boo Koo

Number: 486
Class: Magician
Alignment: Light
Deck Cost: 42
ATK: 650
DEF: 500
Star Level: 2
Password: 68963107



Description: A strange Magician that has taken the form of a book. Printed in its pages are spells of all kinds.

Book of Secret Arts

Number: 323
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 91595718



Description: A magically charged book that powers up a Magician, etc. It cannot be read by anyone with evil in their heart.

Bottom Dweller

Number: 439
Class: Fish
Alignment: Aqua
Deck Cost: 25
ATK: 1650
DEF: 1700
Star Level: 5
Password: 81386177



Description: A Fish deity that swims with a regal sense of elegance. Angering it is dangerously foolish.

Boulder Tortoise

Number: 518
Class: Aqua
Alignment: Earth
Deck Cost: 150
ATK: 1450
DEF: 2200
Star Level: 6
Password: 09540040



Description: A ponderous tortoise whose entire body is composed of boulders. Its defense rating is outstanding.

Bracchio-radius

Number: 509
Class: Dinosaur
Alignment: Earth
Deck Cost: 150
ATK: 2200
DEF: 2000
Star Level: 6
Password: 16507828



Description: A gargantuan Dinosaur that has a thick and elongated neck. It stomps on anything that it discovers moving near its feet.

Brain Control

Number: 781
Class: Spell
Alignment: —
Deck Cost: 200
ATK: —
DEF: —
Star Level: —
Password: TBD



Description: A spell that can take over a monster on the opponent's field. The affected monster is put under control until the turn ends.

Brave Scizzar

Number: 514
Class: Machine
Alignment: Fiend
Deck Cost: 140
ATK: 1300
DEF: 1000
Star Level: 4
Password: 74277583



Description: A fiendish robot that brandishes two sets of cutter systems. The numerous cutters are manipulated dexterously to chop foes.

Breath of Light

Number: 663
Class: Spell
Alignment: —
Deck Cost: 15
ATK: —
DEF: —
Star Level: —
Password: 20101223



Description: An ethereal wind whose caress erodes Rock types to mere dust. It destroys every Rock monster on the foe's field.

Bright Castle

Number: 668
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 82878489



Description: A spell book containing a castle that looses a vivid light. The dazzling light powers up a light monster.

Burglar

Number: 481
Class: Beast
Alignment: Forest
Deck Cost: 65
ATK: 850
DEF: 800
Star Level: 3
Password: 06297941



Description: A cunning, treacherous mouse with an outsized left claw. It uses the large claw to attack.

Buster Blader

Number: 811
Class: Warrior/Effect
Alignment: Earth
Deck Cost: 30
ATK: 2600
DEF: 2300
Star Level: 7
Password: 78193831



Description: A Warrior that can be powered up based on the number of Dragons on the opponent's field.

Candle of Fate

Number: 242
Class: Fiend
Alignment: Pyro
Deck Cost: 37
ATK: 600
DEF: 600
Star Level: 2
Password: 47695416



Description: A sinister candle in the form of a hand that decides destiny. It decides its foe's fate when the flame goes out.

Cannon Soldier

Number: 512
Class: Machine
Alignment: Fiend
Deck Cost: 161
ATK: 1400
DEF: 1300
Star Level: 4
Password: 11384280



Description: A fiendish Machine that is equipped with a topside cannon. Its attack power is on the high side.

Castle of Dark Illusions

Number: 83
Class: Fiend/Effect
Alignment: Shadow
Deck Cost: 493
ATK: 1200
DEF: 2500
Star Level: 4
Password: 00062121



Description: A macabre flying castle that can turn the field into darkness. It can also turn all own monsters in the field face-down.

Catapult Turtle

Number: 89
Class: Aqua/Effect
Alignment: Aqua
Deck Cost: 86
ATK: 1000
DEF: 2000
Star Level: 5
Password: 95727991



Description: A monster that can make all the unused monsters on the player's field disappear and hit the foe with their combined power.

Celtic Guardian

Number: 41
Class: Warrior
Alignment: Light
Deck Cost: 161
ATK: 1400
DEF: 1200
Star Level: 4
Password: 90101050



Description: An elf that has been given training in the ways of the sword. It befuddles the foe with its lightning quick attacks.

Ceremonial Bell

Number: 828
Class: Magician
Alignment: Light
Deck Cost: 274
ATK: 0
DEF: 1850
Star Level: 3
Password: 20228463



Description: A gleaming bell that is used to mark celebratory occasions. Its pealing brings solace to those that hear it.

Chakra

Number: 709
Class: Fiend/Ritual
Alignment: Divine
Deck Cost: 255
ATK: 2450
DEF: 2000
Star Level: 7
Password: n/a



Description: A bizarre Fiend that has the ability to alter its body shape. While it shifts shape, it strikes with tentacle-like arms.

Change of Heart

Number: 784
Class: Spell
Alignment: —
Deck Cost: 255
ATK: —
DEF: —
Star Level: —
Password: 04031928



Description: A spell that can take over a monster on the opponent's field. The affected monster is put under control.

Change Slime

Number: 289
Class: Aqua
Alignment: Aqua
Deck Cost: 22
ATK: 400
DEF: 300
Star Level: 1
Password: 18914778



Description: A gelatinous slime that has an eye that protrudes from its body. It freely alters its body to assume a variety of guises.

Charubin the Fire Knight

Number: 133
Class: Pyro
Alignment: Pyro
Deck Cost: 103
ATK: 1100
DEF: 800
Star Level: 3
Password: 37421579



Description: A knight in an enchanted armor that guards against fire. Because of it, he is unharmed even in an inferno.

Chimera the Flying Mythical Beast

Number: 750
Class: Beast
Alignment: Dreams
Deck Cost: 116
ATK: 2100
DEF: 1800
Star Level: 6
Password: 04796100



Description: A Beast that obtained enormous power by achieving fusion. However, its life lasts a mere five minutes.

Claw Reacher

Number: 178
Class: Fiend
Alignment: Shadow
Deck Cost: 87
ATK: 1000
DEF: 800
Star Level: 3
Password: 41218256



Description: An armored Fiend that can freely extend its arms as desired. It does so to skewer its foe with its sharply clawed hands.

Clown Zombie

Number: 98
Class: Zombie
Alignment: Fiend
Deck Cost: 150
ATK: 1350
DEF: 0
Star Level: 2
Password: 92667214



Description: A clown that has been resurrected by the power of darkness. Its stumbly dancing draws its audience to death's embrace.

Cockroach Knight

Number: 479
Class: Insect
Alignment: Forest
Deck Cost: 72
ATK: 800
DEF: 900
Star Level: 3
Password: 33413638



Description: A gigantic cockroach that is equipped with a sword and armor. It can show up anywhere from shadows and confined spaces.

Cocoon of Evolution

Number: 72
Class: Insect
Alignment: Forest
Deck Cost: 255
ATK: 0
DEF: 2000
Star Level: 3
Password: n/a



Description: An Insect cocoon that is incapable of mounting an attack. It can take in an Insect larva and make it evolve into maturity.

Commencement Dance

Number: 676
Class: Ritual
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: n/a



Description: A ritual for summoning a "Performance of Sword" with a Tribute. For this ritual, a "Water Omotics," etc., is needed.

Contract of Mask

Number: 693
Class: Ritual
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: n/a



Description: A ritual for summoning "Mask of Shine & Dark" with a Tribute. For this, two monsters and a "Mask of Darkness" are needed.

Corroding Shark

Number: 539
Class: Zombie
Alignment: Fiend
Deck Cost: 103
ATK: 1100
DEF: 700
Star Level: 3
Password: 34290067



Description: A putrefying Zombie shark that wanders aimlessly on the seas. It casts a death curse on those it encounters.

Cosmo Queen

Number: 708
Class: Magician/Ritual
Alignment: Divine
Deck Cost: 255
ATK: 2900
DEF: 2450
Star Level: 8
Password: n/a



Description: A woman of distinguished demeanor and enormous power. She is said to rule over all the stars and planets in the cosmos.

Cosmo Queen's Prayer

Number: 698
Class: Ritual
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: n/a



Description: A ritual for summoning a "Cosmo Queen" in return for a Tribute. For this ritual, a "Queen of Autumn Leaves," etc., is needed.

Crab Turtle

Number: 710
Class: Aqua/Ritual
Alignment: Divine
Deck Cost: 255
ATK: 2550
DEF: 2500
Star Level: 8
Password: n/a



Description: A powerful turtle from whose shell protrudes crab pincers. It is very strong in terms of both ATK and DEF.

Crass Clown

Number: 95
Class: Fiend
Alignment: Dreams
Deck Cost: 161
ATK: 1350
DEF: 1400
Star Level: 4
Password: 93889755



Description: A malevolent clown that dances in the circus of darkness. Those that see its dance lose energy and strength.

Crawling Dragon

Number: 94
Class: Dragon
Alignment: Earth
Deck Cost: 14
ATK: 1600
DEF: 1400
Star Level: 5
Password: 67494157



Description: A Dragon that grew weak and became incapable of flying. In spite of that, it still retains its power of attacking.

Crawling Dragon #2

Number: 81
Class: Dinosaur
Alignment: Fiend
Deck Cost: 207
ATK: 1600
DEF: 1200
Star Level: 4
Password: 38289717



Description: A ghoulish Dinosaur with a mouth that pulverizes all it eats. Its attack power is quite high.

Crazy Fish

Number: 507
Class: Fish
Alignment: Aqua
Deck Cost: 207
ATK: 1600
DEF: 1200
Star Level: 4
Password: 53713014



Description: A maniacal flying Fish whose head comes to a sharp point. It leaps at foes with its head thrust forward.

Crimson Sunbird

Number: 467
Class: Winged Beast
Alignment: Pyro
Deck Cost: 188
ATK: 2300
DEF: 1800
Star Level: 6
Password: 46696593



Description: An inferno of a bird that blazes wildly in crimson all over. It looses a shower of embers with every flap of its wings.

Crow Goblin

Number: 577
Class: Winged Beast
Alignment: Wind
Deck Cost: 50
ATK: 1850
DEF: 1600
Star Level: 5
Password: 77998771



Description: A winged goblin that is knowledgeable on numerous subjects. It is said to possess telekinetic powers.

Crush Card

Number: 661
Class: Spell
Alignment: —
Deck Cost: 25
ATK: —
DEF: —
Star Level: —
Password: 57728570



Description: The scourge of all high-power monsters out on the field. It destroys all enemy monsters with ATK of minimum 1500.

Curse of Dragon

Number: 39
Class: Dragon/Effect
Alignment: Wind
Deck Cost: 86
ATK: 2000
DEF: 1500
Star Level: 5
Password: 28279543



Description: A yellow Dragon that breathes the very flames of hell. Its fiery breath can turn the field into a wasteland.

Curse of Millennium Shield

Number: 665
Class: Ritual
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: n/a



Description: A ritual summoning a tough shield in return for a Tribute. For this ritual, a "One-Eyed Shield Dragon," etc., is needed.

Curse of Tri-Horned Dragon

Number: 680
Class: Ritual
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: n/a



Description: A ritual summoning a "Tri-Horned Dragon" with a Tribute. For this ritual, a "B. Dragon Jungle King," etc., is needed.

Cursebreaker

Number: 655
Class: Spell
Alignment: —
Deck Cost: 2
ATK: —
DEF: —
Star Level: —
Password: TBD



Description: Negates any level-reducing spell used on the player's monsters. It restores the levels of the player's monsters on the field.

Curtain of the Dark Ones

Number: 104
Class: Magician
Alignment: Shadow
Deck Cost: 37
ATK: 600
DEF: 500
Star Level: 2
Password: 22026707



Description: A possessed curtain made by Magicians using special powers. It is said to enhance the power of magic users.

Cyber Commander

Number: 421
Class: Machine
Alignment: Fiend
Deck Cost: 53
ATK: 750
DEF: 700
Star Level: 2
Password: 06400512



Description: A combat-ready fighting Machine with a large arsenal of weapons. Included in the arsenal are a rocket launcher and a bazooka.

Cyber Falcon

Number: 849
Class: Machine
Alignment: Wind
Deck Cost: 161
ATK: 1400
DEF: 1200
Star Level: 4
Password: 30655537



Description: A mechanized falcon that is equipped with a powerful jet engine. It can fly at the speed of sound.

Cyber Harpie

Number: 875
Class: Winged Beast/Effect
Alignment: Wind
Deck Cost: 260
ATK: 1800
DEF: 1300
Star Level: 4
Password: 80316585



Description: A "Harpie Lady" who has been modified. She has the ability to power up "Harpie's Pet Dragons" on the player's field.

Cyber Jar

Number: 813
Class: Rock
Alignment: Shadow
Deck Cost: 72
ATK: 900
DEF: 900
Star Level: 3
Password: 34124316



Description: A pod-type robot of a jar-like design from a future world. It carries a powerful bomb inside its body.

Cyber Raider

Number: 754
Class: Warrior
Alignment: Thunder
Deck Cost: 161
ATK: 1400
DEF: 1000
Star Level: 4
Password: 39978267



Description: A helmeted and muscular brute whose identity is a secret. He was a villain who perpetrated evil deeds in cyber space.

Cyber Saurus

Number: 508
Class: Machine
Alignment: Earth
Deck Cost: 41
ATK: 1800
DEF: 1400
Star Level: 5
Password: 89112729



Description: A Machine in the form of a Dinosaur with mismatched arms.

Cyber Shield

Number: 317
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 63224564



Description: A piece of body armor that is made exclusively for females. It alters the wearer's personality and powers her up.

Cyber Soldier

Number: 413
Class: Machine
Alignment: Fiend
Deck Cost: 25
ATK: 1500
DEF: 1700
Star Level: 4
Password: 44865098



Description: A mechanical soldier that serves the "Machine King" as a guard. It rolls its round body to quickly reach enemies.

Cyber Soldier of Darkworld

Number: 297
 Class: Machine
 Alignment: Fiend
 Deck Cost: 161
 ATK: 1400
 DEF: 1200
 Star Level: 5
 Password: 75559356



Description: A mechanical Warrior that was built with the powers of darkness. It destroys its foes with demented determination.

Cyber-Stein

Number: 420
 Class: Machine
 Alignment: Fiend
 Deck Cost: 47
 ATK: 700
 DEF: 500
 Star Level: 2
 Password: 69015963



Description: An entirely evil Machine created in an underground laboratory. It launches missiles from its mouth.

Cyber-Tech Alligator

Number: 799
 Class: Machine
 Alignment: Wind
 Deck Cost: 279
 ATK: 2500
 DEF: 1600
 Star Level: 5
 Password: 48766543



Description: A winged Dragon that has been made powerful using technology. It was made a cyborg by its owner on its deathbed.

D. Human

Number: 502
 Class: Warrior
 Alignment: Earth
 Deck Cost: 140
 ATK: 1300
 DEF: 1100
 Star Level: 4
 Password: 81057959



Description: A mortal Warrior who has the power of Dragons in him. He wields a sword crafted from the fang of a Dragon.

Dancing Elf

Number: 395
 Class: Fairy
 Alignment: Forest
 Deck Cost: 16
 ATK: 300
 DEF: 200
 Star Level: 1
 Password: 59983499



Description: An angelic elf that reels and dances in the sky to music. The wings also serve as sharp blades.

Dark Artist

Number: 288
 Class: Fiend
 Alignment: Shadow
 Deck Cost: 161
 ATK: 600
 DEF: 1400
 Star Level: 3
 Password: 72520073



Description: A malignant being that practices the dark art of evil. It crushes foes under a succession of artistic objects.

Dark Assailant

Number: 241
 Class: Zombie
 Alignment: Fiend
 Deck Cost: 121
 ATK: 1200
 DEF: 1200
 Star Level: 4
 Password: 41949033



Description: A terrifying assassin that reigns over the world of darkness. It is armed with a blade named Psycho Sword.

Dark Chimera

Number: 87
 Class: Fiend
 Alignment: Shadow
 Deck Cost: 116
 ATK: 2100
 DEF: 1900
 Star Level: 5
 Password: 32344688



Description: A powerful monster that dwells in the dark world of Fiends. It attacks by breathing the fires of darkness.

Dark Elf

Number: 551
 Class: Magician
 Alignment: Shadow
 Deck Cost: 319
 ATK: 2000
 DEF: 800
 Star Level: 4
 Password: 21417692



Description: A black-hearted elf that loves to fight above all else. It can be a troublesome enemy if it gets to strike first.

Dark Energy

Number: 303
 Class: Spell
 Alignment: —
 Deck Cost: 100
 ATK: —
 DEF: —
 Star Level: —
 Password: 04614116



Description: A tainted energy for Fiends that makes them powerful. It powers up a dark being by 500 points.

Dark Gray

Number: 113
 Class: Beast
 Alignment: Forest
 Deck Cost: 72
 ATK: 800
 DEF: 900
 Star Level: 3
 Password: 09159938



Description: A goat-like creature with small wings and a dark gray hide. It is very precious and rarely seen.

Dark Hole

Number: 336
 Class: Spell
 Alignment: —
 Deck Cost: 40
 ATK: —
 DEF: —
 Star Level: —
 Password: 53129443



Description: A vortex of darkness that draws in all beings without mercy. It destroys every monster on the field.

Dark King of the Abyss

Number: 169
Class: Fiend
Alignment: Shadow
Deck Cost: 121
ATK: 1200
DEF: 800
Star Level: 3
Password: 53375573



Description: A powerful Fiend that rules the dark world of the abyss. It is said to have had the power to rule all that is darkness.

Dark Magic Ritual

Number: 722
Class: Ritual
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: n/a



Description: A ritual for summoning a "Magician of Black Chaos" in return for a Tribute. For this, a "Dark Magician," etc., is needed.

Dark Magician

Number: 35
Class: Magician
Alignment: Shadow
Deck Cost: 20
ATK: 2500
DEF: 2100
Star Level: 7
Password: 36996508



Description: A sinister spellcaster that possesses both power and defense. It is among the best of all Magicians.

Dark Magician

Number: 865
Class: Magician
Alignment: Shadow
Deck Cost: 20
ATK: 2500
DEF: 2100
Star Level: 7
Password: 46986414



Description: A slender Magician who is among the best of all his kind. His attack and defense stats are top class.

Dark Magician Girl

Number: 760
Class: Magician/Effect
Alignment: Shadow
Deck Cost: 86
ATK: 2000
DEF: 1700
Star Level: 6
Password: n/a



Description: A beautiful female counterpart to the male "Dark Magician." She powers up if there is a "Dark Magician" in the Graveyard.

Dark Necrofear

Number: 812
Class: Fiend/Effect
Alignment: Shadow
Deck Cost: 58
ATK: 2200
DEF: 2800
Star Level: 8
Password: 31829185



Description: A being that can take over a monster on the opponent's field. The affected monster is put under the player's control.

Dark Plant

Number: 123
Class: Plant
Alignment: Fiend
Deck Cost: 22
ATK: 300
DEF: 400
Star Level: 1
Password: 13193642



Description: A malignant flower grown in polluted soil with dark powers. It is extremely wild and vicious.

Dark Prisoner

Number: 173
Class: Fiend
Alignment: Shadow
Deck Cost: 87
ATK: 600
DEF: 1000
Star Level: 3
Password: 89558090



Description: A furtive, dark Fiend that cleverly manipulates light. It uses the reflections of light to hide itself from sight.

Dark Rabbit

Number: 384
Class: Beast
Alignment: Fiend
Deck Cost: 183
ATK: 1100
DEF: 1500
Star Level: 4
Password: 99261403



Description: A comedic rabbit from the world of American comics. It darts and dashes about very quickly.

Dark Sage

Number: 888
Class: Magician
Alignment: Shadow
Deck Cost: 5
ATK: 2800
DEF: 3200
Star Level: 9
Password: 92377303



Description: An imposing and powerful sage that dons striking black clothes. He is a "Dark Magician" who gained power over many years.

Dark Shade

Number: 181
Class: Fiend
Alignment: Wind
Deck Cost: 87
ATK: 1000
DEF: 1000
Star Level: 3
Password: 40196604



Description: A bizarre, round being ringed with six wing-like appendages. It emits a powerful ray from a crystal to attack.

Dark Titan of Terror

Number: 233
Class: Fiend
Alignment: Shadow
Deck Cost: 140
ATK: 1300
DEF: 1100
Star Level: 4
Password: 89498869



Description: A Fiend with many faces that is said to lurk in dreams. It steals lives while the victims sleep.

Dark Witch

Number: 582
 Class: Fairy
 Alignment: Light
 Deck Cost: 41
 ATK: 1800
 DEF: 1700
 Star Level: 5
 Password: 35565537



Description: A warlike Fairy who appears in myths from ancient times. Her spear brings divine retribution to the unjust.

Dark Zebra

Number: 820
 Class: Beast
 Alignment: Forest
 Deck Cost: 260
 ATK: 1800
 DEF: 400
 Star Level: 4
 Password: 59784896



Description: A sinister zebra that has a unicorn-like horn on its forehead. It befuddles foes by making its stripes move around quickly.

Dark-Eyes Illusionist

Number: 730
 Class: Magician
 Alignment: Dreams
 Deck Cost: 10
 ATK: 0
 DEF: 0
 Star Level: 2
 Password: 38247752



Description: A pathetic being with an ATK and DEF rating of 0 for both. It is needed as a Tribute for summoning "Relinquished."

Darkfire Dragon

Number: 168
 Class: Dragon
 Alignment: Pyro
 Deck Cost: 183
 ATK: 1500
 DEF: 1250
 Star Level: 4
 Password: 17881964



Description: A Dragon that breathes the intense flames of the dark world. Its breath obliterates everything instantly.

Darkfire Soldier #1

Number: 845
 Class: Pyro
 Alignment: Pyro
 Deck Cost: 233
 ATK: 1700
 DEF: 1150
 Star Level: 4
 Password: 05388481



Description: A covert operations specialist who is cloaked in flames. He is an expert in the handling of explosives.

Darkfire Soldier #2

Number: 847
 Class: Pyro
 Alignment: Pyro
 Deck Cost: 233
 ATK: 1700
 DEF: 1100
 Star Level: 4
 Password: 78861134



Description: A swordsman burning bright with both his swords at the ready. He gained the ability to don fire when he fell into a volcano.

Darkness Approaches

Number: 892
 Class: Spell
 Alignment: —
 Deck Cost: 10
 ATK: —
 DEF: —
 Star Level: —
 Password: 80168720



Description: A spell that is used to conceal the identity of cards. It makes all cards on the player's field turn face-down.

Dark-Piercing Light

Number: 350
 Class: Spell
 Alignment: —
 Deck Cost: 0
 ATK: —
 DEF: —
 Star Level: —
 Password: 45895206



Description: A spell that casts a dazzling blaze of light over the opponent. It reveals every opposing monster on the field.

Darkworld Thorns

Number: 567
 Class: Plant
 Alignment: Fiend
 Deck Cost: 121
 ATK: 1200
 DEF: 900
 Star Level: 3
 Password: 43500484



Description: A fiendish Plant with vines that exists in the darkworld. It ensnares anyone that tries to force their way through.

Deepsea Shark

Number: 437
 Class: Fish
 Alignment: Aqua
 Deck Cost: 61
 ATK: 1900
 DEF: 1600
 Star Level: 5
 Password: 28593363



Description: A horribly vicious shark that savagely attacks any opponent. Anything in the water is fair game for an unprovoked attack.

Deepsea Warrior

Number: 775
 Class: Warrior
 Alignment: Aqua
 Deck Cost: 41
 ATK: 1600
 DEF: 1800
 Star Level: 5
 Password: 24128274



Description: An undersea Warrior in a wet suit made for deep water fighting. The suit can withstand high pressure of 10,000 bar.

Des Volstgalph

Number: 871
 Class: Dragon/Effect
 Alignment: Earth
 Deck Cost: 150
 ATK: 2200
 DEF: 1700
 Star Level: 6
 Password: TBD



Description: A Dragon that can wipe out a monster on the foe's field. At the same time, it hits the foe with 500 LP worth of damage.

Destiny Board

Number: 583
Class: Trap
Alignment: —
Deck Cost: 50
ATK: —
DEF: —
Star Level: —
Password: 94212438



Description: A spectral figure that joins others to bring doom to foes. Victory is automatic if the "Final" message is completed.

Destroyer Golem

Number: 454
Class: Rock
Alignment: Earth
Deck Cost: 183
ATK: 1500
DEF: 1000
Star Level: 4
Password: 73481154



Description: A massively muscled Golem recognized by an overgrown right arm. It mashes down its foes with the big hand to cause damage.

Dharma Cannon

Number: 544
Class: Machine
Alignment: Fiend
Deck Cost: 72
ATK: 900
DEF: 500
Star Level: 2
Password: 96967123



Description: A mechanical dharma that is jam-packed with an array of cannons. Once it sets its sights on a target, it never misses.

Dian Keto the Cure Master

Number: 342
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: TBD



Description: A kindly deity that heals players of any kind of injury. It restores the player's LP by 5000.

Dice Armadillo

Number: 423
Class: Machine
Alignment: Forest
Deck Cost: 41
ATK: 1650
DEF: 1800
Star Level: 5
Password: 69893315



Description: A mechanized armadillo that can roll itself up for protection. Rolled up, it takes on the shape of a die.

Dig Beak

Number: 159
Class: Beast
Alignment: Forest
Deck Cost: 59
ATK: 500
DEF: 800
Star Level: 2
Password: 29948642



Description: A reptilian Beast with a long, snakelike body and a beak. It curls up into a ball to roll and hack with its large beak.

Dimensional Warrior

Number: 256
Class: Warrior
Alignment: Dreams
Deck Cost: 121
ATK: 1200
DEF: 1000
Star Level: 4
Password: 37043180



Description: A young Warrior who can slice open a seam in the dimensions. He traps the foe in the dimensional rift.

Disk Magician

Number: 643
Class: Machine
Alignment: Fiend
Deck Cost: 150
ATK: 1350
DEF: 1000
Star Level: 4
Password: 76446915



Description: A Machine that seals itself inside a mechanical disk. The only time it shows its identity is while it is attacking.

Dissolverock

Number: 244
Class: Rock
Alignment: Pyro
Deck Cost: 87
ATK: 900
DEF: 1000
Star Level: 3
Password: 40826495



Description: A blob-like monster that emerged into life from magma. It is so intensely hot, that it melts anything coming too close.

Djinn the Watcher of the Wind

Number: 144
Class: Magician
Alignment: Wind
Deck Cost: 72
ATK: 700
DEF: 900
Star Level: 3
Password: 97843505



Description: A Magician that has full mastery over the powers of winds. It whips up tornadoes and gusts to blow away anything nearby.

Dokuroizo the Grim Reaper

Number: 153
Class: Zombie
Alignment: Fiend
Deck Cost: 121
ATK: 900
DEF: 1200
Star Level: 3
Password: 25882881



Description: A menacing grim reaper that wears a red hooded cloak. It tries to take the souls of foes with hellish scythe slashes.

Dokurorider

Number: 719
Class: Zombie/Ritual
Alignment: Divine
Deck Cost: 255
ATK: 1900
DEF: 1850
Star Level: 6
Password: n/a



Description: A solitary ghoulish rider that rides a motorcycle with a skull. It rides through Wastelands in a cloud of dust.

Doll of Demise

Number: 759
 Class: Fiend
 Alignment: Forest
 Deck Cost: 25
 ATK: 1600
 DEF: 1700
 Star Level: 5
 Password: TBD



Description: A fiendish doll that was once beloved, but discarded later. It came to life to exact revenge for abandonment.

Doma The Angel of Silence

Number: 111
 Class: Fairy
 Alignment: Shadow
 Deck Cost: 14
 ATK: 1600
 DEF: 1400
 Star Level: 5
 Password: 16972957



Description: The angel of death, this being must never be angered. To earn its wrath is to know death.

Doron

Number: 195
 Class: Warrior/Effect
 Alignment: Aqua
 Deck Cost: 72
 ATK: 900
 DEF: 500
 Star Level: 2
 Password: 00756652



Description: A striped Warrior that can create a copy of itself in battle. It can do so if there is an empty spot on the player's field.

Dorover

Number: 205
 Class: Aqua
 Alignment: Aqua
 Deck Cost: 72
 ATK: 900
 DEF: 800
 Star Level: 3
 Password: 24194033



Description: A revolting monster that has a body made of horrid slime. It attacks by spewing horrible toxic gases.

Dragon Capture Jar

Number: 329
 Class: Spell
 Alignment: —
 Deck Cost: 15
 ATK: —
 DEF: —
 Star Level: —
 Password: 50045299



Description: An enchanted jar that is irresistible to any kind of Dragon. It will suck in every Dragon on the opponent's field.

Dragon Piper

Number: 40
 Class: Pyro
 Alignment: Pyro
 Deck Cost: 260
 ATK: 200
 DEF: 1800
 Star Level: 3
 Password: 55763552



Description: A being that dwells inside a curiously decorated vase. Its defense rating is very high.

Dragon Seeker

Number: 500
 Class: Fiend/Effect
 Alignment: Fiend
 Deck Cost: 116
 ATK: 2000
 DEF: 2100
 Star Level: 6
 Password: 28563545



Description: An enormous Fiend that is a scourge to Dragons of all kinds. It can destroy every Dragon on the opponent's field.

Dragon Statue

Number: 138
 Class: Warrior
 Alignment: Earth
 Deck Cost: 103
 ATK: 1100
 DEF: 900
 Star Level: 3
 Password: 28563545



Description: A stone statue of a Warrior with the soul of a Dragon. It cleaves foes with its prized sword.

Dragon Treasure

Number: 315
 Class: Spell
 Alignment: —
 Deck Cost: 100
 ATK: —
 DEF: —
 Star Level: —
 Password: 01435851



Description: An enormous crystal that is a legendary treasure among Dragons. It is said to be able to power up any Dragon.

Dragon Zombie

Number: 97
 Class: Zombie
 Alignment: Fiend
 Deck Cost: 207
 ATK: 1600
 DEF: 0
 Star Level: 3
 Password: 66672569



Description: A Dragon that has been resurrected by the power of darkness. It breathes a corrosive gas that rots everything it touches.

Dragoness the Wicked Knight

Number: 294
 Class: Warrior
 Alignment: Wind
 Deck Cost: 121
 ATK: 1200
 DEF: 900
 Star Level: 3
 Password: 70681994



Description: A winged knight that gained power through Dragon equipment. It hacks at foes from the sky, diving repeatedly.

Dream Clown

Number: 120
 Class: Warrior
 Alignment: Dreams
 Deck Cost: 121
 ATK: 1200
 DEF: 900
 Star Level: 3
 Password: 13215230



Description: A peculiar, small being that has taken the guise of a clown. Its sweet dancing lulls the viewer to an eternal sleep.

Drill Bug

Number: 774
Class: Insect
Alignment: Earth
Deck Cost: 103
ATK: 1100
DEF: 200
Star Level: 2
Password: 88733579



Description: A wormlike Insect that burrows inside its foe's body to eat. It is a dangerous monster that drains the prey from within.

Droll Bird

Number: 207
Class: Winged Beast
Alignment: Wind
Deck Cost: 37
ATK: 600
DEF: 500
Star Level: 2
Password: 97973387



Description: A curious bird that has a large, flat, and broad beak. It loses loud cries to startle timid foes.

Drooling Lizard

Number: 569
Class: Reptile
Alignment: Aqua
Deck Cost: 72
ATK: 900
DEF: 800
Star Level: 3
Password: 16353197



Description: A snake that has assumed a humanoid guise and a thirst for blood. It attacks people in the open, under the cover of darkness.

Dryad

Number: 216
Class: Magician
Alignment: Forest
Deck Cost: 161
ATK: 1200
DEF: 1400
Star Level: 4
Password: 84916669



Description: An ethereal and devout elemental nymph of the forests. She prevents the foe from moving with the help of Plants.

Dunames Dark Witch

Number: 795
Class: Fairy
Alignment: Light
Deck Cost: 260
ATK: 1800
DEF: 1050
Star Level: 4
Password: 12493482



Description: A courageous Fairy of light that has a strong sense of justice. She will not run from any battle against the forces of darkness.

Dungeon Worm

Number: 375
Class: Insect
Alignment: Earth
Deck Cost: 41
ATK: 1800
DEF: 1500
Star Level: 5
Password: 51228280



Description: A gargantuan worm that lurks underground in labyrinths. It swallows anyone walking above it whole with its huge mouth.

Earthbound Spirit

Number: 859
Class: Fiend
Alignment: Earth
Deck Cost: 319
ATK: 500
DEF: 2000
Star Level: 4
Password: 67105242



Description: A fiendish spirit that cannot take leave from Earth. It is made from the souls of soldiers vanquished in battle.

Eatgaboon

Number: 682
Class: Trap
Alignment: —
Deck Cost: 1
ATK: —
DEF: —
Star Level: —
Password: 42578427



Description: A Trap Card that is deadly to mid-powered monsters that attack it. If the monster's ATK is 1000 or less, the trap wipes it out.

Eldeen

Number: 530
Class: Magician
Alignment: Shadow
Deck Cost: 87
ATK: 950
DEF: 1000
Star Level: 3
Password: 06367785



Description: A young Magician who wields a staff bearing a blue gemstone. She attacks with a variety of spells with her staff.

Electric Lizard

Number: 610
Class: Thunder/Effect
Alignment: Thunder
Deck Cost: 65
ATK: 850
DEF: 800
Star Level: 3
Password: 55875323



Description: A small lizard that uses electric power to stun its foes. It can stop one foe on the field from moving for one turn.

Electric Snake

Number: 463
Class: Thunder
Alignment: Thunder
Deck Cost: 72
ATK: 800
DEF: 900
Star Level: 3
Password: 11324436



Description: A cobra that generates electricity from all over its body. It stores power inside an orb at the end of its tail.

Electro-Whip

Number: 316
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 37820550



Description: A sharply tipped, electrified whip that stuns the victim. It powers up a designated character such as a female Warrior.

Elegant Egotist**Number:** 318**Class:** Spell**Alignment:** —**Deck Cost:** 2**ATK:** —**DEF:** —**Star Level:** —**Password:** 90219263

Description: A magical kaleidoscope that works with a "Harpie Lady" It triples a "Harpie Lady" into "Harpie Lady Sisters."

**Elf's Light****Number:** 307**Class:** Spell**Alignment:** —**Deck Cost:** 100**ATK:** —**DEF:** —**Star Level:** —**Password:** 39897277

Description: An enchanted light that is cast by benign beings such as fairies. The sacred light powers up an elf, etc., when it is equipped.

**Embodiment of Apophis****Number:** 860**Class:** Reptile**Alignment:** Earth**Deck Cost:** 260**ATK:** 1600**DEF:** 1800**Star Level:** 4**Password:** TBD

Description: A giant that is the living embodiment of an enormous snake. The snake is described in Egyptian myths as the ruler of darkness.

**Embryonic Beast****Number:** 254**Class:** Fiend**Alignment:** Fiend**Deck Cost:** 53**ATK:** 500**DEF:** 700**Star Level:** 2**Password:** 64154377

Description: A pitiful ugly Fiend that failed to become fully mature. It inhales all things with the hole on its belly.

**Emperor of the Land and Sea****Number:** 400**Class:** Reptile**Alignment:** Aqua**Deck Cost:** 41**ATK:** 1800**DEF:** 1500**Star Level:** 5**Password:** 11250655

Description: A monstrous Reptile whose enormous mouth brims with sharp teeth. It blasts fire in all directions from its mouth.

**Empress Judge****Number:** 572**Class:** Warrior**Alignment:** Earth**Deck Cost:** 116**ATK:** 2100**DEF:** 1700**Star Level:** 6**Password:** 15237615

Description: The majestic empress of a land of gold, and also a stern judge. No one can defy whatever judgment she renders.

**Enchanting Mermaid****Number:** 251**Class:** Fish**Alignment:** Aqua**Deck Cost:** 121**ATK:** 1200**DEF:** 900**Star Level:** 3**Password:** 75376965

Description: A mermaid that is very beautiful, but also terribly cruel. She enchants seafarers and draws them to watery graves.

**Eradicating Aerosol****Number:** 662**Class:** Spell**Alignment:** —**Deck Cost:** 15**ATK:** —**DEF:** —**Star Level:** —**Password:** 94716515

Description: An aerosol insecticide that brings instant ruin to bugs. It destroys every Insect on the foe's field.

**Eternal Drought****Number:** 664**Class:** Spell**Alignment:** —**Deck Cost:** 15**ATK:** —**DEF:** —**Star Level:** —**Password:** 56606928

Description: A spell that leaves the land parched and ruined for all Fish. It destroys every Fish on the opponent's field.

**Eternal Rest****Number:** 656**Class:** Spell**Alignment:** —**Deck Cost:** 15**ATK:** —**DEF:** —**Star Level:** —**Password:** 95051344

Description: A spell that brings everlasting peace to all forms of Zombies. It destroys all Zombies on the opponent's field.

**Exarion Universe****Number:** 877**Class:** Beast-Warrior/Effect**Alignment:** Shadow**Deck Cost:** 289**ATK:** 1800**DEF:** 1900**Star Level:** 4**Password:** 63749102

Description: A centaur-like being that has the power to hit the opponent with LP loss identical to its ATK. It then powers down.

**Executor-Makyura****Number:** 867**Class:** Warrior**Alignment:** Shadow**Deck Cost:** 207**ATK:** 1600**DEF:** 1200**Star Level:** 4**Password:** TBD

Description: A menacing monster that has been given the role of an executioner. It slices up the condemned with the sharp claws on its forelegs.



Exile of the Wicked

Number: 786
Class: Spell
Alignment: —
Deck Cost: 15
ATK: —
DEF: —
Star Level: —
Password: 26725158



Description: A holy spell that is feared and loathed by every kind of Fiend. It causes all Fiends on the opponent's field to disappear.

Exodia the Forbidden One

Number: 21
Class: Magician
Alignment: Shadow
Deck Cost: 137
ATK: 1000
DEF: 1000
Star Level: 3
Password: 33396948



Description: One of the five limbs of "Exodia," the forbidden monster. If all five cards gather in the hand of the player, he wins.

Eyewearmor

Number: 185
Class: Warrior
Alignment: Earth
Deck Cost: 37
ATK: 600
DEF: 500
Star Level: 2
Password: 64511793



Description: A one-eyed creature that has the power to transform into others. It keeps its foes off guard by changing its guise in battle.

F.G.D.

Number: 889
Class: Dragon
Alignment: Divine
Deck Cost: 169
ATK: 5000
DEF: 5000
Star Level: 12
Password: TBD



Description: A gargantuan Dragon with five heads that is simply invincible. It is formed by the fusion of five strong Dragons.

Fairy Dragon

Number: 603
Class: Dragon
Alignment: Light
Deck Cost: 121
ATK: 1100
DEF: 1200
Star Level: 4
Password: 20315854



Description: A diminutive and extremely pretty Dragon with dainty wings. Among the fairies, it is surprisingly strong.

Fairy of the Fountain

Number: 625
Class: Aqua
Alignment: Aqua
Deck Cost: 207
ATK: 1600
DEF: 1100
Star Level: 4
Password: 81563416



Description: A Fairy with blue skin and hair who protects a sacred spring. She attacks anyone who spoils the spring without mercy.

Fairy's Gift

Number: 363
Class: Magician/Effect
Alignment: Forest
Deck Cost: 161
ATK: 1400
DEF: 1000
Star Level: 4
Password: 68401546



Description: A diminutive green Fairy that flies on the wings of a butterfly. It can cast a spell to restore LP by 1000.

Fairywitch

Number: 253
Class: Magician
Alignment: Shadow
Deck Cost: 87
ATK: 800
DEF: 1000
Star Level: 3
Password: 37160778



Description: A disgraced being that had refuted her duty to become an angel. Instead, she followed her heart and became a witch.

Faith Bird

Number: 125
Class: Winged Beast
Alignment: Light
Deck Cost: 183
ATK: 1500
DEF: 1100
Star Level: 4
Password: 75582395



Description: A divine bird with extremely long, flowing tail feathers. It shines all over with a sacred light.

Fake Trap

Number: 690
Class: Trap
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: 03027001



Description: A fake Trap Card that is intended only to fool the opponent. Nothing happens if it is attacked.

Feral Imp

Number: 6
Class: Fiend
Alignment: Fiend
Deck Cost: 161
ATK: 1300
DEF: 1400
Star Level: 4
Password: 41392891



Description: A small but fierce Fiend known for its mischievous ways. Beware—it uses the cover of darkness to attack the unwary.

Fiend Kraken

Number: 70
Class: Aqua
Alignment: Aqua
Deck Cost: 161
ATK: 1200
DEF: 1400
Star Level: 4
Password: 77456781



Description: An enormous squid that hides itself beneath ocean waves. It appears from the sea suddenly and attacks.

Fiend Reflection #1

Number: 595
Class: Winged Beast
Alignment: Dreams
Deck Cost: 161
ATK: 1300
DEF: 1400
Star Level: 4
Password: 68870276



Description: A Dragon-winged Beast that carries a mysterious mirror. It can draw its foes into the mirror's world.

Fiend Reflection #2

Number: 186
Class: Winged Beast
Alignment: Dreams
Deck Cost: 161
ATK: 1100
DEF: 1400
Star Level: 4
Password: 02863439



Description: A bird that clutches an enchanted mirror in its talons. It summons other monsters through its mirror.

Fiend Sword

Number: 225
Class: Warrior
Alignment: Fiend
Deck Cost: 161
ATK: 1400
DEF: 800
Star Level: 4
Password: 22855882



Description: A powerful sword that is possessed by an ancient curse. It empowers anyone that can overcome its curse.

Fiend's Hand

Number: 135
Class: Zombie/Effect
Alignment: Fiend
Deck Cost: 37
ATK: 600
DEF: 600
Star Level: 2
Password: 52800428



Description: A spectral hand of the undead that tugs and pulls at victims. It can drag an enemy monster from the field to die together.

Fiend's Mirror

Number: 365
Class: Fiend/Ritual
Alignment: Divine
Deck Cost: 255
ATK: 2100
DEF: 1800
Star Level: 6
Password: n/a



Description: A diabolical mirror that harbors dark and terrible secrets. It draws in and entraps all that it reflects on its surface.

Final Destiny

Number: 893
Class: Spell
Alignment: —
Deck Cost: 15
ATK: —
DEF: —
Star Level: —
Password: 18591904



Description: A spell that brings total devastation on the entire proceedings. It destroys all cards on the field and in the hands.

Final Flame

Number: 345
Class: Spell
Alignment: —
Deck Cost: 15
ATK: —
DEF: —
Star Level: —
Password: 73134081



Description: A Spell Card that condemns the foe to a burning at the stake. It inflicts 200 LP directly on the opponent.

Fire Eye

Number: 176
Class: Pyro
Alignment: Pyro
Deck Cost: 59
ATK: 800
DEF: 600
Star Level: 2
Password: 88435542



Description: A sinister eye with large wings that is engulfed in flames. It whips up fiery winds by flapping its wings.

Fire Kraken

Number: 519
Class: Aqua
Alignment: Pyro
Deck Cost: 207
ATK: 1600
DEF: 1500
Star Level: 4
Password: 46534755



Description: A huge squid engulfed in a spectacularly blazing wall of fire. The flames writhe out of control even underwater.

Fire Reaper

Number: 154
Class: Zombie/Effect
Alignment: Pyro
Deck Cost: 47
ATK: 700
DEF: 500
Star Level: 2
Password: 53581214



Description: A skeletal grim reaper that is armed with fiery arrows. Its arrows can directly inflict 50 LP damage on the opponent.

Firegrass

Number: 157
Class: Plant
Alignment: Pyro
Deck Cost: 47
ATK: 700
DEF: 600
Star Level: 2
Password: 53293545



Description: A peculiar Plant that grows in the wild near volcanoes. It attacks by blowing fire from its flowers.

Firewing Pegasus

Number: 714
Class: Beast
Alignment: Pyro
Deck Cost: 168
ATK: 2250
DEF: 1800
Star Level: 6
Password: n/a



Description: A horse with massive wings that blaze in vivid, scarlet flames. It is a fiery sight to behold as it gallops across the sky.

Fireyarou

Number: 291
Class: Pyro
Alignment: Pyro
Deck Cost: 140
ATK: 1300
DEF: 1000
Star Level: 4
Password: 71407486



Description: An imposing genie that sits serenely while engulfed in flames.

Flame Cerebrus

Number: 529
Class: Pyro
Alignment: Forest
Deck Cost: 116
ATK: 2100
DEF: 1800
Star Level: 6
Password: 60862676



Description: A triple-headed dog that is ablaze all over its body. It executes foes with the fires of the underworld.

Flame Champion

Number: 843
Class: Pyro
Alignment: Pyro
Deck Cost: 61
ATK: 1900
DEF: 1300
Star Level: 5
Password: 42599677



Description: A swordsman equipped with a large shield that is awash in flames. The fiery shield negates any kind of attack.

Flame Dancer

Number: 857
Class: Pyro
Alignment: Pyro
Deck Cost: 33
ATK: 550
DEF: 450
Star Level: 2
Password: 12883044



Description: A fiery creature that swings a rope of fire as it approaches. Don't make the mistake of catching this creature's one eye.

Flame Ghost

Number: 215
Class: Zombie
Alignment: Pyro
Deck Cost: 87
ATK: 1000
DEF: 800
Star Level: 3
Password: 58528964



Description: A skeletal ghost of someone who was burned to death. The flames enshrouding its body can never be extinguished.

Flame Manipulator

Number: 142
Class: Magician
Alignment: Pyro
Deck Cost: 87
ATK: 900
DEF: 1000
Star Level: 3
Password: 34430851



Description: A Magician who is an expert at the manipulation of fire. He attacks by creating fiery pools and walls.

Flame Swordsman

Number: 15
Class: Warrior/Effect
Alignment: Pyro
Deck Cost: 41
ATK: 1800
DEF: 1600
Star Level: 5
Password: 40502030



Description: A swordsman that bears a fiery sword deadly to all dinosaurs. It has the power to wipe out all dinosaurs on the foe's field.

Flame Viper

Number: 644
Class: Pyro
Alignment: Pyro
Deck Cost: 25
ATK: 400
DEF: 450
Star Level: 2
Password: 02830619



Description: A large-headed viper that exhales a roiling mass of flames. It moves with slippery quickness.

Flash Assailant

Number: 818
Class: Fiend
Alignment: Shadow
Deck Cost: 319
ATK: 2000
DEF: 2000
Star Level: 4
Password: 96890582



Description: An extremely quick Fiend that uses its speed to best advantage. If it is seen, the witness is sure to be killed instantly.

Flower Wolf

Number: 487
Class: Beast
Alignment: Forest
Deck Cost: 41
ATK: 1800
DEF: 1400
Star Level: 5
Password: 95952802



Description: A wolflike Beast that is covered all over with flowers. The flowers spin around while it is attacking.

Flying Fish

Number: 835
Class: Fish
Alignment: Wind
Deck Cost: 59
ATK: 800
DEF: 500
Star Level: 4
Password: 31987274



Description: A Fish that is said to bring luck to those who see it flying. The lucky witnesses are said to have three wishes come true.

Flying Kamakiri #1

Number: 827
Class: Insect
Alignment: Pyro
Deck Cost: 161
ATK: 1400
DEF: 900
Star Level: 4
Password: 84834865



Description: A dragonfly-like Insect that breathes intense flames to strike. If it spots prey, it flies above it and spits fire immediately.

Flying Kamakiri #2

Number: 851
Class: Insect
Alignment: Wind
Deck Cost: 183
ATK: 1500
DEF: 800
Star Level: 4
Password: 03134241



Description: An overgrown praying mantis that is able to take to the skies. It loves to eat other Insects.

Flying Penguin

Number: 361
Class: Aqua
Alignment: Aqua
Deck Cost: 121
ATK: 1200
DEF: 1000
Star Level: 4
Password: 05628232



Description: A rare kind of penguin that has the ability to fly. For flight, it uses a pair of wings that look like ears.

Follow Wind

Number: 327
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 98252586



Description: A Spell Card of a wind that empowers a designated monster. It works on a flying monster such as a bird Beast.

Forest

Number: 330
Class: Spell
Alignment: —
Deck Cost: 40
ATK: —
DEF: —
Star Level: —
Password: 87430998



Description: A Spell Card that changes the field into a verdant forest. It benefits Plants, Beast-Warriors, Insects and Beasts.

Fortress Whale

Number: 718
Class: Fish/Ritual
Alignment: Divine
Deck Cost: 255
ATK: 2350
DEF: 2150
Star Level: 7
Password: n/a



Description: A whale with a massive cannon mounted in a turret on its back. It hides in the sea and sinks foes with the gun.

Fortress Whale's Oath

Number: 700
Class: Ritual
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: n/a



Description: A ritual for summoning a "Fortress Whale" in return for a Tribute. For this, two monsters and a "Mech Bass" are needed.

Frenzied Panda

Number: 201
Class: Beast
Alignment: Forest
Deck Cost: 121
ATK: 1200
DEF: 1000
Star Level: 4
Password: 98818516



Description: A seemingly adorable Beast that actually is extremely aggressive. It is always armed with a stout bamboo pole.

Frog the Jam

Number: 549
Class: Aqua
Alignment: Aqua
Deck Cost: 47
ATK: 700
DEF: 500
Star Level: 2
Password: 68638985



Description: A furtive slime that is in the shape of a frog's head. It attacks by singing loudly in an awful croak.

Fungi of the Mask

Number: 504
Class: Fiend
Alignment: Forest
Deck Cost: 22
ATK: 400
DEF: 300
Star Level: 1
Password: 53830602



Description: A Plant that secretes a highly potent acid onto its surface. The powerful acid dissolves anyone too near.

Fusionist

Number: 189
Class: Beast
Alignment: Forest
Deck Cost: 72
ATK: 900
DEF: 700
Star Level: 3
Password: 01641882



Description: A feline monster that has angelic wings and a long tail. The pink furry tail is much longer than its body.

Gadget Soldier

Number: 879
Class: Machine
Alignment: Earth
Deck Cost: 86
ATK: 1800
DEF: 2000
Star Level: 6
Password: 86281779



Description: A mechanical soldier that was produced to serve as a weapon. It is made of a rustproof metal.

Gaia the Dragon Champion

Number: 37
Class: Dragon
Alignment: Wind
Deck Cost: 30
ATK: 2600
DEF: 2100
Star Level: 7
Password: 66889139



Description: A powerful knight that sits astride its Dragon steed. The knight's power and the Dragon's speed combine for best effect.

Gaia the Fierce Knight

Number: 38
Class: Warrior
Alignment: Shadow
Deck Cost: 6
ATK: 2300
DEF: 2100
Star Level: 7
Password: 06368038



Description: A powerful knight that rides a horse faster than the wind. Beware of its charging attack.

Gale Dogra

Number: 506
Class: Insect
Alignment: Forest
Deck Cost: 42
ATK: 650
DEF: 600
Star Level: 2
Password: 16229315



Description: A stinger-equipped moth that has toxic dust coating its wings. It whips up tornadoes of toxic dust by flying around.

Gamma The Magnet Warrior

Number: 850
Class: Rock/Effect
Alignment: Earth
Deck Cost: 260
ATK: 1500
DEF: 1800
Star Level: 4
Password: 11549357



Description: A magnetized monster that can meld with "Alpha" and "Beta" into one. The other two must be on the field to integrate with "Gamma."

Ganigumo

Number: 476
Class: Insect
Alignment: Forest
Deck Cost: 59
ATK: 600
DEF: 800
Star Level: 2
Password: 34536276



Description: A spider that has a wicked pair of hard, crab-like pincers. It ensnares its foes with its silk, then attacks with its pincers.

Garma Sword

Number: 716
Class: Warrior/Ritual
Alignment: Divine
Deck Cost: 255
ATK: 2550
DEF: 2150
Star Level: 7
Password: 90844184



Description: A swordsman that attacks with a furious flurry of six swords. It hacks apart everything within reach.

Garma Sword Oath

Number: 696
Class: Ritual
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: 78577570



Description: A ritual for summoning a "Garma Sword" in return for a Tribute. For this, two monsters and a "Succubus Knight" are needed.

Garnecia Elefantis

Number: 796
Class: Beast-Warrior
Alignment: Earth
Deck Cost: 12
ATK: 2400
DEF: 2000
Star Level: 7
Password: 49888191



Description: An immense elephant being that boasts terrifying strength. Fissures appear with every step it takes.

Garoozis

Number: 68
Class: Beast-Warrior
Alignment: Pyro
Deck Cost: 41
ATK: 1800
DEF: 1500
Star Level: 5
Password: 14977074



Description: A ferocious Beast-Warrior that has the head of a Dragon. Its axe attacks have the power to inflict severe damage.

Garvas

Number: 483
Class: Beast
Alignment: Forest
Deck Cost: 86
ATK: 2000
DEF: 1700
Star Level: 6
Password: 69780745



Description: A ferocious lion Beast that has a powerful set of wings. It is the embodiment of evil.

Gate Deeq

Number: 187
Class: Beast
Alignment: Fiend
Deck Cost: 59
ATK: 700
DEF: 800
Star Level: 3
Password: 49258578



Description: A sinister, orb-like being with a door mounted on its belly. The door is one that leads straight to hell.

Gate Guardian

Number: 374
Class: Warrior/Ritual
Alignment: Divine
Deck Cost: 255
ATK: 3750
DEF: 3400
Star Level: 11
Password: 25833572



Description: A combined being that consists of "Sanga," "Kazejin," and "Suijin." Its powers place it among the strongest of all beings.

Gate Guardian Ritual

Number: 667
Class: Ritual
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: n/a



Description: A ritual for summoning a "Gate Guardian" in return for a Tribute. For this ritual, "Sanga," "Kazejin," and "Suijin" are needed.

Gate Sword

Number: 791
 Class: Warrior
 Alignment: Fiend
 Deck Cost: 73
 ATK: 1800
 DEF: 1950
 Star Level: 6
 Password: TBD



Description: A dark Warrior that has assumed the guise of a caped sword. It cleaves everything it touches in half.

Gatekeeper

Number: 286
 Class: Machine
 Alignment: Shadow
 Deck Cost: 41
 ATK: 1500
 DEF: 1800
 Star Level: 5
 Password: 19737320



Description: A vigilant and combative Machine made to guard a portal. Its durable construction makes it tough to destroy.

Gazelle the King of Mythical Beasts

Number: 747
 Class: Beast
 Alignment: Dreams
 Deck Cost: 183
 ATK: 1500
 DEF: 1200
 Star Level: 4
 Password: 05818798



Description: A horned lion Beast that reigns over mythical Beasts. It is said to have over 10,000 Beasts under its command.

Gear Golem the Moving Fortress

Number: 751
 Class: Machine
 Alignment: Earth
 Deck Cost: 150
 ATK: 800
 DEF: 2200
 Star Level: 5
 Password: TBD



Description: A mechanized fortress that features both mobility and defense. It is made of enchanted stones.

Gearfried the Iron Knight

Number: 806
 Class: Warrior
 Alignment: Earth
 Deck Cost: 260
 ATK: 1800
 DEF: 1800
 Star Level: 4
 Password: 00423705



Description: A Warrior that has been constructed out of tensile steel. Its steel hands have sharp cutting edges.

Gemini Elf

Number: 532
 Class: Magician
 Alignment: Light
 Deck Cost: 289
 ATK: 1900
 DEF: 900
 Star Level: 4
 Password: 69140098



Description: Twin elven sisters who practice in the ways of magic. They take turns while they attack.

Genin

Number: 184
 Class: Magician
 Alignment: Dreams
 Deck Cost: 72
 ATK: 600
 DEF: 900
 Star Level: 3
 Password: 49370026



Description: A being that uses its illusionary spells to beat foes. It also conjures doves to carry out its attacks.

Ghoul with an Appetite

Number: 596
 Class: Zombie
 Alignment: Fiend
 Deck Cost: 207
 ATK: 1600
 DEF: 1200
 Star Level: 4
 Password: 95265975



Description: A pointy-eared Zombie that has an appetite without limit. It never becomes full, regardless of how much it eats.

Giant Flea

Number: 55
 Class: Insect
 Alignment: Forest
 Deck Cost: 183
 ATK: 1500
 DEF: 1200
 Star Level: 4
 Password: 41762634



Description: An enormous, blood-sucking flea that is surprisingly strong. Don't let the fact of it being a flea fool you into complacency.

Giant Germ

Number: 821
 Class: Fiend
 Alignment: Shadow
 Deck Cost: 87
 ATK: 1000
 DEF: 100
 Star Level: 2
 Password: 95178994



Description: A terrifying germ that has an extremely high level of toxicity. Even one of these germs is said to defeat even a Dragon.

Giant Mech-Soldier

Number: 408
 Class: Machine
 Alignment: Fiend
 Deck Cost: 61
 ATK: 1750
 DEF: 1900
 Star Level: 6
 Password: 72299832



Description: A towering mechanical soldier armed with a massive axe. It is so powerful, one blow of its axe can split the ground.

Giant Rat

Number: 815
 Class: Beast
 Alignment: Forest
 Deck Cost: 172
 ATK: 1400
 DEF: 1450
 Star Level: 4
 Password: 97017120



Description: A powerful rat that has grown to an abnormally big size. Exposure to radiation is thought to be the cause.

Giant Red Seasnake

Number: 447
Class: Aqua
Alignment: Aqua
Deck Cost: 260
ATK: 1800
DEF: 800
Star Level: 4
Password: 58831685



Description: A snakelike monster with a striped body that lives in water. It will try to bite anyone that ventures too close.

Giant Scorpion of the Tundra

Number: 576
Class: Insect
Alignment: Forest
Deck Cost: 103
ATK: 1100
DEF: 1000
Star Level: 3
Password: 41403766



Description: A rarely seen scorpion that lives in tundras, not deserts. Perhaps befitting its cold habitat, its shell is a bright blue.

Giant Soldier of Stone

Number: 74
Class: Rock/Effect
Alignment: Earth
Deck Cost: 319
ATK: 1300
DEF: 2000
Star Level: 3
Password: 13039848



Description: A massive Warrior hewn from boulders that rattles the earth. It has the power to turn the field into an arena.

Giant Turtle Who Feeds on Flames

Number: 593
Class: Aqua
Alignment: Aqua
Deck Cost: 41
ATK: 1400
DEF: 1800
Star Level: 5
Password: 96981563



Description: An enormous turtle whose bright red shell bristles with spikes. It is said to feed on fire.

Giganto

Number: 419
Class: Machine
Alignment: Fiend
Deck Cost: 41
ATK: 1700
DEF: 1800
Star Level: 5
Password: 33621868



Description: A daunting Machine that is equipped with a spiked iron ball. It charges at foes while swinging the ball wildly.

Giga-Tech Wolf

Number: 412
Class: Machine
Alignment: Forest
Deck Cost: 161
ATK: 1200
DEF: 1400
Star Level: 4
Password: 08471389



Description: A barbarous wolf whose entire body is constructed of steel. It bites and tears at foes with sharply pointed fangs.

Gilford the Lightning

Number: 873
Class: Warrior/Effect
Alignment: Light
Deck Cost: 58
ATK: 2800
DEF: 1400
Star Level: 8
Password: 36354007



Description: A Warrior of great strength with a devastating power. He can wipe out all monsters on the foe's field.

Giltia the D. Knight

Number: 389
Class: Warrior
Alignment: Light
Deck Cost: 50
ATK: 1850
DEF: 1500
Star Level: 5
Password: 51858629



Description: A sorcerer-like knight who uses magic to attack his foes. He bears a spear that is said to steal the souls of victims.

Goblin Fan

Number: 687
Class: Trap
Alignment: —
Deck Cost: 2
ATK: —
DEF: —
Star Level: —
Password: 04149689



Description: A Trap Card that reflects a direct LP attack back at the foe. It works on attack spells like "Sparks" and "Tremendous Fire."

Goblin's Secret Remedy

Number: 340
Class: Spell
Alignment: —
Deck Cost: 15
ATK: —
DEF: —
Star Level: —
Password: 11868825



Description: A medicine carried by goblins with a restorative power. It restores the player's LP by 1000.

Goddess of Whim

Number: 429
Class: Fairy/Effect
Alignment: Light
Deck Cost: 79
ATK: 950
DEF: 700
Star Level: 3
Password: 67959180



Description: A female deity who is known for her unpredictably fickle ways. She can sacrifice herself in exchange for drawing a new card.

Goddess with the Third Eye

Number: 109
Class: Fairy
Alignment: Light
Deck Cost: 121
ATK: 1200
DEF: 1000
Star Level: 3
Password: 53493204



Description: A goddess that has a divine third eye on her forehead. The divine eye gives her all-seeing powers.

Gokibore

Number: 54
Class: Insect
Alignment: Forest
Deck Cost: 161
ATK: 1200
DEF: 1400
Star Level: 4
Password: 15367030



Description: A cockroach that curls up into a ball and rolls to attack. Its defense rating is much higher than it appears.

Golgoil

Number: 418
Class: Machine
Alignment: Dreams
Deck Cost: 207
ATK: 900
DEF: 1600
Star Level: 4
Password: 07526150



Description: A massively armored robot constructed of tempered steel. It emerges from a hole that leads to another dimension.

Gorgon Egg

Number: 277
Class: Fiend
Alignment: Fiend
Deck Cost: 140
ATK: 300
DEF: 1300
Star Level: 3
Password: 11793047



Description: An egg laid by a Gorgon with a single eye at its center. Whatever the eye reflects is what will hatch from the egg.

Grand Tiki Elder

Number: 853
Class: Fiend
Alignment: Dreams
Deck Cost: 183
ATK: 1500
DEF: 800
Star Level: 4
Password: 13676474



Description: A masked Fiend that uses freaky incantations to attack. Its chanted curses cause foes to drop as if stricken physically.

Grappler

Number: 77
Class: Reptile
Alignment: Aqua
Deck Cost: 140
ATK: 1300
DEF: 1200
Star Level: 4
Password: 02906250



Description: A sly and deceptive serpent with a long, thick body. Beware of its powerful constrictor attack.

Gravedigger Ghoul

Number: 896
Class: Spell
Alignment: —
Deck Cost: 2
ATK: —
DEF: —
Star Level: —
Password: 82542267



Description: A spell that brings forth a ghoul that desecrates graves. It carries off all the monsters in graveyards.

Graveyard and the Hand of Invitation

Number: 108
Class: Zombie
Alignment: Fiend
Deck Cost: 72
ATK: 700
DEF: 900
Star Level: 3
Password: 27094595



Description: A malevolent graveyard that gives greater strength to the dead. It beckons the living to the realm of death.

Great Bill

Number: 607
Class: Beast
Alignment: Forest
Deck Cost: 140
ATK: 1250
DEF: 1300
Star Level: 4
Password: 55691901



Description: A gigantic duck-like Beast with a furry hide and a big beak. Its great big beak can swallow anything whole.

Great Mammoth of Goldfine

Number: 564
Class: Zombie
Alignment: Fiend
Deck Cost: 150
ATK: 2200
DEF: 1800
Star Level: 6
Password: 54622031



Description: A Zombie mammoth whose bones gleam in a dazzling gold. It is very rare sight to behold.

Great Moth

Number: 57
Class: Insect/Ritual
Alignment: Forest
Deck Cost: 255
ATK: 2600
DEF: 2500
Star Level: 8
Password: 14141448



Description: A huge moth that attacks by scattering flurries of toxic dust. It is quite powerful when encountered in a forest.

Great White

Number: 60
Class: Fish
Alignment: Aqua
Deck Cost: 207
ATK: 1600
DEF: 800
Star Level: 4
Password: 13429800



Description: An enormous great white shark of fearsome ferocity and speed. There is no escape if it were to clamp down with its huge jaws.

Green Phantom King

Number: 274
Class: Plant
Alignment: Forest
Deck Cost: 207
ATK: 500
DEF: 1600
Star Level: 3
Password: 22910685



Description: A young king who rules over lush, green, and thriving forests. It makes its home among verdant trees.

Griffore

Number: 46
Class: Beast
Alignment: Forest
Deck Cost: 183
ATK: 1200
DEF: 1500
Star Level: 4
Password: 53829412



Description: A hulking Beast that is well protected by its hard body. Weak attacks simply bounce right off its rugged hide.

Griggle

Number: 547
Class: Plant
Alignment: Forest
Deck Cost: 19
ATK: 350
DEF: 300
Star Level: 1
Password: 95744531



Description: A small, odd Plant with an unruly mass of leaves on its head. It whirls around to attack with the leaves and flick seeds.

Ground Attack Bugroth

Number: 275
Class: Machine
Alignment: Earth
Deck Cost: 183
ATK: 1500
DEF: 1000
Star Level: 4
Password: 58314394



Description: A military robot made for undertaking combat on the ground. It appears to have been useable in the sea, but no longer.

Gruesome Goo

Number: 646
Class: Aqua
Alignment: Aqua
Deck Cost: 140
ATK: 1300
DEF: 700
Star Level: 3
Password: 65623423



Description: An oozing mess of a monster, and a boss among the slime. While it may look the same as others, it is much more powerful.

Guardian of the Labyrinth

Number: 236
Class: Warrior
Alignment: Shadow
Deck Cost: 121
ATK: 1000
DEF: 1200
Star Level: 4
Password: 89272878



Description: A daunting Warrior that guards the gates of the labyrinth. It cuts down mercilessly anyone without the authority to pass.

Guardian of the Sea

Number: 445
Class: Aqua
Alignment: Aqua
Deck Cost: 140
ATK: 1300
DEF: 1000
Star Level: 4
Password: 85448931



Description: A single-eyed merman that serves as the protector of the seas. It punishes anyone that pollutes the sea without mercy.

Guardian of the Throne Room

Number: 513
Class: Machine
Alignment: Light
Deck Cost: 220
ATK: 1650
DEF: 1600
Star Level: 4
Password: 47879985



Description: A robot that fulfills its guardian role with missile launchers. Its homing missiles track targets until they strike.

Gyakutenno Megami

Number: 90
Class: Fairy/Effect
Alignment: Light
Deck Cost: 86
ATK: 1800
DEF: 2000
Star Level: 6
Password: 31122090



Description: A goddess that can alter the course of battle. It can power up all monsters on the own field with attack of 500 or less.

Hamburger Recipe

Number: 677
Class: Ritual
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: n/a



Description: A ritual for summoning a "Hungry Burger" in return for a Tribute. For this ritual, a "Bio Plant," etc., is needed.

Hane-Hane

Number: 541
Class: Beast
Alignment: Wind
Deck Cost: 29
ATK: 450
DEF: 500
Star Level: 2
Password: 07089711



Description: A Beast with a prominent nose and an axe of huge dimensions. It whips up gusts to stop its foes, then attacks with the axe.

Haniwa

Number: 237
Class: Rock
Alignment: Earth
Deck Cost: 29
ATK: 500
DEF: 500
Star Level: 2
Password: 84285623



Description: An animated earthenware figurine from an ancient time. It guards treasures in a tomb of a king from long ago.

Hannibal Necromancer

Number: 744
Class: Magician
Alignment: Shadow
Deck Cost: 41
ATK: 1400
DEF: 1800
Star Level: 5
Password: TBD



Description: A sinister creature that revels in the dark arts of necromancy. It is formed from the souls of ghouls.

Happy Lover

Number: 198
Class: Fairy
Alignment: Light
Deck Cost: 59
ATK: 800
DEF: 500
Star Level: 2
Password: 99030164



Description: A miniscule angel with wings in the place of legs for flight. It shoots a beam that induces euphoria from the heart on its head.

Hard Armor

Number: 156
Class: Warrior
Alignment: Earth
Deck Cost: 121
ATK: 300
DEF: 1200
Star Level: 3
Password: 20060230



Description: An empty yet animated suit of armor that has a living soul. It throws military-style tackles with its hard body.

Harpie Lady

Number: 62
Class: Winged Beast/Effect
Alignment: Wind
Deck Cost: 161
ATK: 1300
DEF: 1400
Star Level: 4
Password: 76812113



Description: A female monster that is half bird and half human. It can power up "Harpie's Pet Dragons" on the field.

Harpie Lady Sisters

Number: 63
Class: Winged Beast/Effect
Alignment: Wind
Deck Cost: 116
ATK: 1950
DEF: 2100
Star Level: 6
Password: 12206212



Description: A trio of "Harpie Ladies," sisters who are half bird and half human. They can power up "Harpie's Pet Dragons" on the field.

Harpie's Brother

Number: 852
Class: Winged Beast
Alignment: Wind
Deck Cost: 260
ATK: 1800
DEF: 600
Star Level: 4
Password: 30532390



Description: A winged humanoid being who is able to fly at Mach 5 speed. His eyes glint with a light sharper than a hawk's.

Harpie's Feather Duster

Number: 672
Class: Spell
Alignment: —
Deck Cost: 2
ATK: —
DEF: —
Star Level: —
Password: 18144506



Description: A feather duster that is made from a "Harpie Lady's" feather. It sweeps away all Spell and Trap Cards on the foe's field.

Harpie's Pet Dragon

Number: 386
Class: Dragon
Alignment: Wind
Deck Cost: 20
ATK: 2000
DEF: 2500
Star Level: 7
Password: 52040216



Description: A ferocious Dragon that is said to only obey the will of harpies. For anyone else, it is too dangerous to treat as a pet.

Headless Knight

Number: 804
Class: Fiend
Alignment: Earth
Deck Cost: 233
ATK: 1450
DEF: 1700
Star Level: 4
Password: 05434080



Description: A knight who had been beheaded on a fake charge of treason. Now its fiendish specter wanders without a head.

Heavy Storm

Number: 894
Class: Spell
Alignment: —
Deck Cost: 25
ATK: —
DEF: —
Star Level: —
Password: 19613556



Description: A spell that totally wipes out every card on the playing field. It creates a storm that blows away all cards on the field.

Hercules Beetle

Number: 52
Class: Insect
Alignment: Forest
Deck Cost: 86
ATK: 1500
DEF: 2000
Star Level: 5
Password: 52584282



Description: A gigantic stag beetle with imposing horns and a hard shell. Its horn attack and rugged defense make it very tough.

Hero of the East

Number: 110
Class: Warrior
Alignment: Earth
Deck Cost: 103
ATK: 1100
DEF: 1000
Star Level: 3
Password: 89987208



Description: A samurai said to have come from a far-off land in the east. The katana it bears is extremely sharp.

Hibikime

Number: 649
Class: Warrior
Alignment: Shadow
Deck Cost: 172
ATK: 1450
DEF: 1000
Star Level: 4
Password: 64501875



Description: A Warrior who emits a horrible noise that echoes harshly. The racket distracts foes into a stand-still.

High Tide Gyojin

Number: 624
Class: Aqua
Alignment: Aqua
Deck Cost: 220
ATK: 1650
DEF: 1300
Star Level: 4
Password: 54579801



Description: A humanoid Warrior of the Seas that is an expert swimmer. It has high attack power, relatively.

Hinotama

Number: 344
Class: Spell
Alignment: —
Deck Cost: 5
ATK: —
DEF: —
Star Level: —
Password: 46130346



Description: An attacking Spell Card that strikes the foe with fireballs. It inflicts 100 LP damage directly to the opponent.

Hinotama Soul

Number: 210
Class: Pyro
Alignment: Pyro
Deck Cost: 37
ATK: 600
DEF: 500
Star Level: 2
Password: 96851799



Description: A terrifying monster that is made up of intensely hot flames. It charges into foes with its furiously flaming body.

Hiro's Shadow Scout

Number: 611
Class: Fiend
Alignment: Fiend
Deck Cost: 42
ATK: 650
DEF: 500
Star Level: 2
Password: 81863068



Description: A cyclopean Fiend that serves a high-class Fiend as a familiar. Its master employs it to scout the surroundings.

Hitodenchak

Number: 227
Class: Aqua
Alignment: Aqua
Deck Cost: 47
ATK: 600
DEF: 700
Star Level: 2
Password: 46718686



Description: A starfish that mutated into a monster from polluted water. It spews corrosive solvent from its mouth.

Hitotsu-Me Giant

Number: 3
Class: Beast-Warrior
Alignment: Fiend
Deck Cost: 121
ATK: 1200
DEF: 1000
Star Level: 4
Password: 76184692



Description: A one-eyed giant that pummels foes with its thick arms. It must be treated with wary respect.

Holograh

Number: 283
Class: Machine
Alignment: Light
Deck Cost: 103
ATK: 1100
DEF: 700
Star Level: 3
Password: 10859908



Description: A floating robot with a projection system on its bottom. It confuses foes with many illusions and strikes with no warning.

Horn Imp

Number: 25
Class: Fiend
Alignment: Fiend
Deck Cost: 140
ATK: 1300
DEF: 1000
Star Level: 4
Password: 69669405



Description: A small Fiend that dwells among shadows and darkness. Despite its stature, it is surprisingly strong. Beware of its horn.

Horn of Light

Number: 313
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 38552107



Description: A glowing horn that is used to power up a horned being. It has no effect on Dark monsters.

Horn of the Unicorn

Number: 314
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 64047146



Description: A spiraling horn that can boost power when it is equipped. It is usable only by a Dark monster with a horn on its head.

Hoshiningen

Number: 492
Class: Fairy/Effect
Alignment: Light
Deck Cost: 47
ATK: 500
DEF: 700
Star Level: 2
Password: 67629977



Description: A peculiar being with the ability to power up Light element monsters and power down Shadow types on the own field.

Hourglass of Courage

Number: 616
Class: Fairy
Alignment: Light
Deck Cost: 121
ATK: 1100
DEF: 1200
Star Level: 4
Password: 43530283



Description: A kindly fairy that is in the form of an hourglass with wings. It gives one courage when one is feeling down.

Hourglass of Life

Number: 229
 Class: Fairy/Effect
 Alignment: Light
 Deck Cost: 47
 ATK: 700
 DEF: 600
 Star Level: 2
 Password: 08783685



Description: An enchanted hourglass that can exchange strength for vitality. It can power up all monsters on the own field for 1000 LP.

House of Adhesive Tape

Number: 681
 Class: Trap
 Alignment: —
 Deck Cost: 0
 ATK: —
 DEF: —
 Star Level: —
 Password: 15083728



Description: A Trap Card that is deadly to low-powered monsters that attack it. If the monster's ATK is 500 or lower, the trap wipes it out.

Humanoid Slime

Number: 807
 Class: Aqua
 Alignment: Aqua
 Deck Cost: 319
 ATK: 800
 DEF: 2000
 Star Level: 4
 Password: 46821314



Description: A watery, gel-like being that has taken the shape of a human. It was made by infusing a slime with human genetic material.

Humanoid Worm Drake

Number: 809
 Class: Aqua
 Alignment: Aqua
 Deck Cost: 3
 ATK: 2200
 DEF: 2000
 Star Level: 7
 Password: 05600127



Description: A gelatinous creature that was created from a fusion between a "Humanoid Slime" and a "Worm Drake."

Hungry Burger

Number: 702
 Class: Warrior
 Alignment: Divine
 Deck Cost: 255
 ATK: 2000
 DEF: 1850
 Star Level: 6
 Password: n/a



Description: A being that has assumed the guise of a mouth-watering burger. It wafts a tasty aroma to attract foes, then eats them.

Hunter Spider

Number: 614
 Class: Insect
 Alignment: Forest
 Deck Cost: 14
 ATK: 1600
 DEF: 1400
 Star Level: 5
 Password: 80141480



Description: A voracious spider that hunts prey by spinning webs as traps. It devours anything that is caught in its webs.

Hurricail

Number: 174
 Class: Magician
 Alignment: Wind
 Deck Cost: 72
 ATK: 900
 DEF: 200
 Star Level: 2
 Password: 15042735



Description: A possessed tornado that rages out of control in Wastelands. It tears at its foes with razor-sharp winds.

Hyo

Number: 250
 Class: Warrior
 Alignment: Aqua
 Deck Cost: 121
 ATK: 800
 DEF: 1200
 Star Level: 3
 Password: 38982356



Description: A fearsome Warrior whose body is made entirely of ice. It freezes everything that it comes into contact with.

Hyosube

Number: 647
 Class: Aqua
 Alignment: Aqua
 Deck Cost: 183
 ATK: 1500
 DEF: 900
 Star Level: 4
 Password: 02118022



Description: A skinny, amphibious being, and a boss among the kappa clan. It is relatively strong for attacking, but has low defense.

Hyozanryu

Number: 737
 Class: Dragon
 Alignment: Earth
 Deck Cost: 58
 ATK: 2100
 DEF: 2800
 Star Level: 7
 Password: 62397231



Description: A horned Dragon whose entire body is composed of diamonds. It looses dazzling flashes that blind its foes.

Ice Water

Number: 431
 Class: Aqua
 Alignment: Aqua
 Deck Cost: 112
 ATK: 1150
 DEF: 900
 Star Level: 3
 Password: 20848593



Description: A blazingly red-haired mermaid with an aggressive nature. It attacks using spikes that grow from its body.

Ill Witch

Number: 622
 Class: Magician
 Alignment: Light
 Deck Cost: 14
 ATK: 1600
 DEF: 1500
 Star Level: 5
 Password: 81686058



Description: A bedraggled girl who has the power to control the winds. She whips up sudden gusts that can blow everything away.

Illusionist Faceless Mage

Number: 42
Class: Magician/Effect
Alignment: Dreams
Deck Cost: 150
ATK: 1200
DEF: 2200
Star Level: 5
Password: 28546905



Description: An odd being without a face but with heads on both its shoulders. It can stop all enemies on the field from moving the next turn.

Infinite Dismissal

Number: 899
Class: Trap
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: 54109233



Description: A Trap Card that causes immobilization when it is tripped. The attacker is immobilized for one turn.

Injection Fairy Lily

Number: 864
Class: Magician
Alignment: Earth
Deck Cost: 183
ATK: 400
DEF: 1500
Star Level: 3
Password: 79575620



Description: A delicate fairy that bears a large syringe as her weapon. If angered, she shoots needles from the syringe endlessly.

Insect Armor

Number: 306
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 03492538



Description: A mechanical suit of armor that is fitted with a flame thrower. If equipped by an insect, etc., it can shoot intense flames.

Insect Queen

Number: 762
Class: Insect/Effect
Alignment: Forest
Deck Cost: 12
ATK: 2200
DEF: 2400
Star Level: 7
Password: 91512835



Description: A powerful creature that rules over the insects. It can be powered up based on the number of insects on the own field.

Insect Soldier of the Sky

Number: 478
Class: Insect
Alignment: Wind
Deck Cost: 87
ATK: 1000
DEF: 800
Star Level: 3
Password: 07019529



Description: A soldier among insects that possess the ability to fly. It gathers in an angry swarm with others to raid enemies.

Invader from Another Dimension

Number: 560
Class: Fiend
Alignment: Dreams
Deck Cost: 161
ATK: 950
DEF: 1400
Star Level: 4
Password: 28450915



Description: An insect-like Fiend that has claw arms and large eyes. It came to Earth from beyond the Milky Way.

Invader of the Throne

Number: 641
Class: Warrior
Alignment: Earth
Deck Cost: 233
ATK: 1350
DEF: 1700
Star Level: 4
Password: 03056267



Description: A devious, power-hungry woman who is unsatisfied as a queen. She hungers for the throne in the absence of the king.

Invigoration

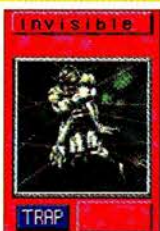
Number: 324
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 98374133



Description: A blast of energy that can power up a designated monster. It will work on a Thunder, Rock, or Pyro monster.

Invisible Wire

Number: 684
Class: Trap
Alignment: —
Deck Cost: 5
ATK: —
DEF: —
Star Level: —
Password: TBD



Description: A Trap Card that is deadly to strong monsters that attack it. If the monster's ATK is 2,000 or less, the trap wipes it out.

Invitation to a Dark Sleep

Number: 740
Class: Magician/Effect
Alignment: Dreams
Deck Cost: 41
ATK: 1500
DEF: 1800
Star Level: 5
Password: 52675689



Description: A masked Magician that summons black, sleep-inducing clouds. It can make all monsters on the foe's field fall asleep.

Javelin Beetle

Number: 717
Class: Insect
Alignment: Divine
Deck Cost: 255
ATK: 2450
DEF: 2550
Star Level: 8
Password: n/a



Description: A hardy beetle that is both strong on attack and defense. If it traps a foe with its pincers, the enemy is cut in half.

Javelin Beetle Pact**Number:** 695**Class:** Ritual**Alignment:** —**Deck Cost:** 0**ATK:** —**DEF:** —**Star Level:** —**Password:** n/a

Description: A ritual for summoning a "Javelin Beetle" in return for a Tribute. For this ritual, a "Hercules Beetle," etc., is needed.

**Jellyfish****Number:** 71**Class:** Aqua**Alignment:** Aqua**Deck Cost:** 183**ATK:** 1200**DEF:** 1500**Star Level:** 4**Password:** 14851496

Description: A jellyfish that drifts aimlessly on the Sea among waves. Its body is translucent, making it hard to distinguish its shape.

**Jigen Bakudan****Number:** 732**Class:** Pyro**Alignment:** Dreams**Deck Cost:** 87**ATK:** 200**DEF:** 1000**Star Level:** 2**Password:** 90020065

Description: An animated time bomb that can get around on its own accord. Its blast force is said to affect the monsters on its side.

**Jinzo****Number:** 752**Class:** Machine/Effect**Alignment:** Thunder**Deck Cost:** 231**ATK:** 2400**DEF:** 1500**Star Level:** 6**Password:** 77585513

Description: An android of great power distinguished by its thick, long neck. It can destroy all the Trap Cards on the opponent's field.

**Jinzo #7****Number:** 422**Class:** Machine**Alignment:** Fiend**Deck Cost:** 29**ATK:** 500**DEF:** 400**Star Level:** 2**Password:** 32809211

Description: A manmade human that is under development in a secret lab. On occasion, it goes out of control.

**Jirai Gumo****Number:** 367**Class:** Insect**Alignment:** Forest**Deck Cost:** 384**ATK:** 2200**DEF:** 100**Star Level:** 4**Password:** 94773007

Description: A stealthy spider that lurks out of sight under the ground. It makes prey out of anything that passes over its lair.

**Job-Change Mirror****Number:** 103**Class:** Fiend**Alignment:** Shadow**Deck Cost:** 140**ATK:** 800**DEF:** 1300**Star Level:** 3**Password:** 55337339

Description: A sinister mirror that was crafted at the hands of Fiends. It absorbs attacks without shattering to provide protection.

**Judge Man****Number:** 33**Class:** Warrior**Alignment:** Light**Deck Cost:** 150**ATK:** 2200**DEF:** 1500**Star Level:** 6**Password:** 30113682

Description: A Warrior that detests battles without a clear outcome. A blow from its huge club is extremely powerful.

**Kagemusha of the Blue Flame****Number:** 214**Class:** Warrior**Alignment:** Pyro**Deck Cost:** 59**ATK:** 800**DEF:** 400**Star Level:** 2**Password:** 15401633

Description: A dutiful Warrior that serves as the double of its master. It is armed with a sword renowned for its sharpness.

**Kageningen****Number:** 107**Class:** Warrior**Alignment:** Fiend**Deck Cost:** 59**ATK:** 800**DEF:** 600**Star Level:** 2**Password:** 80600490

Description: A creepy being whose shadow joins it to attack its foes. The unwary are caught by surprise from the front and rear.

**Kairyu-Shin****Number:** 73**Class:** Sea Dragon/Effect**Alignment:** Aqua**Deck Cost:** 41**ATK:** 1800**DEF:** 1500**Star Level:** 5**Password:** 76634149

Description: A gigantic Sea Dragon that creates massive tidal waves. It has the power to turn the field into a Sea.

**Kaiser Dragon****Number:** 427**Class:** Dragon**Alignment:** Light**Deck Cost:** 6**ATK:** 2300**DEF:** 2000**Star Level:** 7**Password:** 94566432

Description: The emperor of all Dragons has bat-like wings and a lot of pride. Befitting its status, its attacks are powerful.



Kamakiriman

Number: 535
Class: Insect
Alignment: Forest
Deck Cost: 161
ATK: 1150
DEF: 1400
Star Level: 4
Password: 68928540



Description: A praying mantis monster that stands erect like a human. It attacks using its two scythe-like forelegs.

Kaminari Attack

Number: 458
Class: Thunder
Alignment: Thunder
Deck Cost: 61
ATK: 1900
DEF: 1400
Star Level: 5
Password: 09653271



Description: An electric deity that looks down on Earth from the heavens. It smites evil-doers with bolts of lightning.

Kaminarikozou

Number: 211
Class: Thunder
Alignment: Thunder
Deck Cost: 47
ATK: 700
DEF: 600
Star Level: 2
Password: 15510988



Description: A young monster that keeps lightning charged in its body. It can turn dangerous if anyone were to make it cry.

Kamionwizard

Number: 115
Class: Magician
Alignment: Shadow
Deck Cost: 140
ATK: 1300
DEF: 1100
Star Level: 4
Password: 41544074



Description: A wizard that is versed in the dark magic spells of chaos. Its large, cruel scythe inflicts harsh damage.

Kanan the Swordmistress

Number: 352
Class: Warrior
Alignment: Earth
Deck Cost: 161
ATK: 1400
DEF: 1400
Star Level: 4
Password: 12829151



Description: A female swordsman in armor wielding a sword and shield. She floats like a butterfly and stings like a bee.

Kanikabuto

Number: 451
Class: Aqua
Alignment: Aqua
Deck Cost: 72
ATK: 650
DEF: 900
Star Level: 3
Password: 84103702



Description: A strange crab that has a pair of huge pincers. It chops up its foes using the pincers.

Kappa Avenger

Number: 450
Class: Aqua
Alignment: Aqua
Deck Cost: 121
ATK: 1200
DEF: 900
Star Level: 3
Password: 48109103



Description: A traditional Japanese monster that lives only for revenge. It sold its soul to evil for avenging the deaths of friends.

Karate Man

Number: 819
Class: Warrior
Alignment: Earth
Deck Cost: 87
ATK: 1000
DEF: 1000
Star Level: 3
Password: 23289281



Description: A lean and buff karate master with fists of steel. He has the power to shatter 10,000 roof tiles.

Karbonala Warrior

Number: 43
Class: Warrior
Alignment: Earth
Deck Cost: 183
ATK: 1500
DEF: 1200
Star Level: 4
Password: 54541900



Description: A deceptive card of what appears to be an ordinary swordsman. However, it has a notably high attack power.

Kattapillar

Number: 499
Class: Insect
Alignment: Forest
Deck Cost: 16
ATK: 250
DEF: 300
Star Level: 1
Password: 81179446



Description: An insect larva that spits strands of silk to attack. It is not known what kind of insect it will grow into.

Kazejin

Number: 372
Class: Magician
Alignment: Wind
Deck Cost: 12
ATK: 2400
DEF: 2200
Star Level: 7
Password: n/a



Description: A powerful deity that represents the element of Wind. It can join "Sanga" and "Suijin" to become a "Gate Guardian."

Key Mace

Number: 192
Class: Fairy
Alignment: Light
Deck Cost: 22
ATK: 400
DEF: 300
Star Level: 1
Password: 01929294



Description: A very small angel that is the picture of cuteness. Its adorable qualities let it unlock the hearts of its foes with its key.

Key Mace #2

Number: 600
 Class: Fiend
 Alignment: Shadow
 Deck Cost: 121
 ATK: 1050
 DEF: 1200
 Star Level: 4
 Password: 20541432



Description: A small doll that can seal the goodness in the hearts of people. It does so to change them into minions of evil.

Killer Needle

Number: 53
 Class: Insect
 Alignment: Forest
 Deck Cost: 121
 ATK: 1200
 DEF: 1000
 Star Level: 4
 Password: 88979991



Description: An enormous bee that has more strength than it appears. It can be a serious threat if it were to swarm with others.

King Fog

Number: 279
 Class: Fiend
 Alignment: Shadow
 Deck Cost: 87
 ATK: 1000
 DEF: 900
 Star Level: 3
 Password: 84686841



Description: A Fiend that expertly hides among obscuring smoke. It enshrouds itself with smoke, making it impossible to see.

King of Yamimakai

Number: 85
 Class: Fiend
 Alignment: Fiend
 Deck Cost: 331
 ATK: 2600
 DEF: 2300
 Star Level: 5
 Password: 69455834



Description: A wickedly cruel being that bears an awful power of darkness. It destroys all around it with its overwhelming power.

Kiseitai

Number: 848
 Class: Fiend
 Alignment: Shadow
 Deck Cost: 59
 ATK: 300
 DEF: 800
 Star Level: 2
 Password: 04266839



Description: A parasitic, wormlike Fiend that affects the actions of its host. If you do something you know to be wrong, this is to blame.

Kojikocy

Number: 66
 Class: Warrior
 Alignment: Earth
 Deck Cost: 183
 ATK: 1500
 DEF: 1200
 Star Level: 4
 Password: 01184620



Description: A thoroughly evil hunter that considers humans fair game. Its brute strength lets it crush Rocks into shards.

Korogashi

Number: 485
 Class: Insect
 Alignment: Forest
 Deck Cost: 33
 ATK: 550
 DEF: 400
 Star Level: 2
 Password: 32569498



Description: A high-powered dung beetle that can roll dung larger than itself. It crushes its foes with its massive ball of dung.

Kotodama

Number: 831
 Class: Fairy
 Alignment: Earth
 Deck Cost: 207
 ATK: 0
 DEF: 1600
 Star Level: 3
 Password: 19406822



Description: A freaky fairy whose body is scored with peculiar red lines. Hearing its voice results in 10 days of agony, then death.

Koumori Dragon

Number: 31
 Class: Dragon
 Alignment: Fiend
 Deck Cost: 183
 ATK: 1500
 DEF: 1200
 Star Level: 4
 Password: 67724379



Description: A vicious, bat-like Dragon with wings, a long tail, and sharp teeth. It spews black and fiery breath that turns souls Dark.

Krokodilus

Number: 76
 Class: Reptile
 Alignment: Aqua
 Deck Cost: 121
 ATK: 1100
 DEF: 1200
 Star Level: 4
 Password: 76512652



Description: A crocodile that became intelligent, but also more ferocious. It repels attacks with its hard and scaly hide.

Kumootoko

Number: 221
 Class: Insect
 Alignment: Forest
 Deck Cost: 161
 ATK: 700
 DEF: 1400
 Star Level: 3
 Password: 56283725



Description: An enormous spider that grew not only cunning, but intelligent. It sprays silk from its mouth to hold foes immobile.

Kunai with Chain

Number: 651
 Class: Spell
 Alignment: —
 Deck Cost: 100
 ATK: —
 DEF: —
 Star Level: —
 Password: 37390589



Description: A bladed weapon on a chain that is very easy to use. It can be equipped by any Warrior to boost attack power.

Kurama

Number: 300
Class: Winged Beast
Alignment: Wind
Deck Cost: 59
ATK: 800
DEF: 800
Star Level: 3
Password: 85705804



Description: A strange bird creature with wings, a long tail and arms. It attacks foes from the sky using the tail.

Kuriboh

Number: 58
Class: Fiend
Alignment: Shadow
Deck Cost: 16
ATK: 300
DEF: 200
Star Level: 1
Password: 40640057



Description: A small and furry Fiend that is not much of a threat. However, they can be a pain if they appear in numbers in darkness.

Kuwagata A

Number: 480
Class: Insect
Alignment: Forest
Deck Cost: 130
ATK: 1250
DEF: 1000
Star Level: 4
Password: 60802233



Description: A ferocious stag beetle encased within a craggy hard shell. Beware of its guillotine cutter attack that aims for the neck.

Kwagar Hercules

Number: 533
Class: Insect
Alignment: Forest
Deck Cost: 61
ATK: 1900
DEF: 1700
Star Level: 6
Password: 9514493



Description: A hybrid insect of a stag beetle and a horned beetle. It has the former's mandibles and the latter's huge horn.

La Jinn the Mystical Genie of the Lamp

Number: 379
Class: Fiend
Alignment: Shadow
Deck Cost: 260
ATK: 1800
DEF: 1000
Star Level: 4
Password: 97590747



Description: An obeisant genie that keeps hidden in a magical lamp. It grants any wish of the master who has summoned it.

Labyrinth Tank

Number: 370
Class: Machine/Effect
Alignment: Fiend
Deck Cost: 12
ATK: 2400
DEF: 2400
Star Level: 7
Password: 99551425



Description: A powerhouse machine found in labyrinths. It can be powered up based on the number of "Labyrinth Walls" on the own field.

Labyrinth Wall

Number: 366
Class: Rock
Alignment: Earth
Deck Cost: 585
ATK: 0
DEF: 3000
Star Level: 5
Password: n/a



Description: A strictly defensive card that depicts a labyrinth made of stone. It creates walls on the field, forming a maze without an exit.

Lady of Faith

Number: 612
Class: Magician/Effect
Alignment: Light
Deck Cost: 103
ATK: 1100
DEF: 800
Star Level: 3
Password: 17358176



Description: A devout young woman who has a restorative power. Her strange chanting can restore LP by 500.

LaLa Li-oon

Number: 191
Class: Thunder
Alignment: Thunder
Deck Cost: 37
ATK: 600
DEF: 600
Star Level: 2
Password: 09430387



Description: A cloud-like monster that is charged with powerful electricity. It unleashes downpours of a fluid that dissolves all substances.

LaMoon

Number: 128
Class: Magician
Alignment: Light
Deck Cost: 25
ATK: 1200
DEF: 1700
Star Level: 5
Password: 75850803



Description: A female spell caster, who makes her home on the moon. She allures foes with the magical powers of the moon.

Larvae Moth

Number: 56
Class: Insect
Alignment: Forest
Deck Cost: 255
ATK: 500
DEF: 400
Star Level: 2
Password: n/a



Description: Because it is only an undeveloped larva, it is very weak. However, it grows into an enormous moth.

Larvas

Number: 155
Class: Beast
Alignment: Forest
Deck Cost: 87
ATK: 800
DEF: 1000
Star Level: 3
Password: 94675535



Description: A monstrous bird that moves with darting quickness. It binds and squeezes the foe with its long and thin arms.

Laser Cannon

Number: 305
 Class: Spell
 Alignment: —
 Deck Cost: 100
 ATK: —
 DEF: —
 Star Level: —
 Password: 77007920



Description: A mechanical suit of armor that is fitted with a laser cannon. If equipped by an Insect, etc., it can fire powerful beams.

Last Day of Witch

Number: 787
 Class: Spell
 Alignment: —
 Deck Cost: 15
 ATK: —
 DEF: —
 Star Level: —
 Password: 90330453



Description: An attack spell that is devastating to any kind of Magician. It causes all Magicians on the foe's field to disappear.

Laughing Flower

Number: 510
 Class: Plant
 Alignment: Forest
 Deck Cost: 72
 ATK: 900
 DEF: 500
 Star Level: 2
 Password: 42591472



Description: A bizarre flowering plant that laughs without stopping. Hearing its laughter for too long leads to confusion.

Launcher Spider

Number: 390
 Class: Machine
 Alignment: Pyro
 Deck Cost: 20
 ATK: 2200
 DEF: 2500
 Star Level: 7
 Password: TBD



Description: A mechanical spider that is fitted with a pair of rocket launchers. It fires its rockets in barrages that obliterate the targets.

Lava Battleguard

Number: 554
 Class: Warrior/Effect
 Alignment: Shadow
 Deck Cost: 41
 ATK: 1550
 DEF: 1800
 Star Level: 5
 Password: 20394040



Description: A brutal Warrior with two horns and a wild mass of hair. It powers up "Swamp Battleguards" on the player's field.

Left Arm of the Forbidden One

Number: 20
 Class: Magician
 Alignment: Shadow
 Deck Cost: 66
 ATK: 200
 DEF: 300
 Star Level: 1
 Password: 07902349



Description: One of the five limbs of "Exodia," the forbidden monster. If all five cards gather in the hand of the player, he wins.

Left Leg of the Forbidden One

Number: 18
 Class: Magician
 Alignment: Shadow
 Deck Cost: 66
 ATK: 200
 DEF: 300
 Star Level: 1
 Password: 44519536



Description: One of the five limbs of "Exodia," the forbidden monster. If all five cards gather in the hand of the player, he wins.

Legendary Fiend

Number: 878
 Class: Fiend/Effect
 Alignment: Shadow
 Deck Cost: 41
 ATK: 1500
 DEF: 1800
 Star Level: 6
 Password: TBD



Description: A Fiend with large black wings that is described in legends. It has the ability to power itself up.

Legendary Sword

Number: 301
 Class: Spell
 Alignment: —
 Deck Cost: 100
 ATK: —
 DEF: —
 Star Level: —
 Password: 61854111



Description: An enchanted sword that can draw out the powers of a Warrior. It cannot be used by those aligned with darkness.

Leghul

Number: 397
 Class: Insect/Effect
 Alignment: Forest
 Deck Cost: 19
 ATK: 300
 DEF: 350
 Star Level: 1
 Password: 12472242



Description: A monstrous worm that has a special power despite its stats. Its attack power can be used to damage the opponent directly.

Legion the Fiend Jester

Number: 739
 Class: Magician
 Alignment: Fiend
 Deck Cost: 183
 ATK: 1300
 DEF: 1500
 Star Level: 4
 Password: TBD



Description: A Magician on the Dark side in the guise of a jester. It bobs and weaves to avoid attack, then strikes sharply.

Leo Wizard

Number: 578
 Class: Magician
 Alignment: Shadow
 Deck Cost: 5
 ATK: 1350
 DEF: 1200
 Star Level: 5
 Password: 04392470



Description: A mysterious Magician that cloaks itself with a black cape. Its identity is a talking lion Beast.

Leogun

Number: 403
Class: Beast
Alignment: Earth
Deck Cost: 32
ATK: 1750
DEF: 1550
Star Level: 5
Password: 10538007



Description: A lion with a magnificent mane suitable for the king of Beasts. Its body is similarly formidable.

Leopard Girl

Number: 793
Class: Beast-Warrior
Alignment: Forest
Deck Cost: 73
ATK: 1950
DEF: 1700
Star Level: 6
Password: TBD



Description: A Beast-Warrior that breathes on the neck of its foe. The startled foe is then shredded by this quick being.

Lesser Dragon

Number: 561
Class: Dragon
Alignment: Fiend
Deck Cost: 121
ATK: 1200
DEF: 1000
Star Level: 4
Password: 55444629



Description: A low-class Dragon that is simply not particularly strong. It does not even have a breath attack.

Lightning Conger

Number: 876
Class: Thunder
Alignment: Thunder
Deck Cost: 53
ATK: 350
DEF: 750
Star Level: 3
Password: 27671321



Description: A massive eel that uses lightning to destroy its foes. It is said to have evolved from an electric eel.

Liquid Beast

Number: 605
Class: Aqua
Alignment: Aqua
Deck Cost: 79
ATK: 950
DEF: 800
Star Level: 3
Password: 93108297



Description: A liquid life-form with no features save its eyes. It can dissolve and move freely through water.

Lisark

Number: 163
Class: Beast
Alignment: Wind
Deck Cost: 140
ATK: 1300
DEF: 1300
Star Level: 4
Password: 55210709



Description: A jarringly colored Beast that has eyes composed of sapphires. It confuses its foe with mirage-like visions, then strikes.

Little Chimera

Number: 598
Class: Beast
Alignment: Wind
Deck Cost: 37
ATK: 600
DEF: 550
Star Level: 2
Password: 68658728



Description: A monster that came from an experiment to grow wings on a Beast. Despite its appearance, it is not very strong.

Little D

Number: 573
Class: Dinosaur
Alignment: Earth
Deck Cost: 103
ATK: 1100
DEF: 700
Star Level: 3
Password: 42625254



Description: An infant tyrannosaur that is tough in its own regard. Its nature is vicious in the extreme.

Living Vase

Number: 588
Class: Plant
Alignment: Forest
Deck Cost: 103
ATK: 900
DEF: 1100
Star Level: 3
Password: 34320307



Description: An animated floral vase that scatters pollen from its flowers. While it is scattering pollen, it lunges and bites.

Lord of D.

Number: 741
Class: Magician
Alignment: Shadow
Deck Cost: 121
ATK: 1200
DEF: 1100
Star Level: 4
Password: 17985575



Description: A monstrous Magician that wears a large, concealing cape. It has the power to rule over many of the Dragons.

Lord of the Lamp

Number: 149
Class: Fiend
Alignment: Shadow
Deck Cost: 161
ATK: 1400
DEF: 1200
Star Level: 4
Password: 99510761



Description: A rotund genie that emerges from an enchanted lamp. It obeys every command of whoever has summoned it.

Lord of Zemias

Number: 164
Class: Fiend
Alignment: Shadow
Deck Cost: 140
ATK: 1300
DEF: 1000
Star Level: 4
Password: 81618817



Description: A pagan deity in the form of a large winged creature. It tricks foes into following a path of self-destruction.

Lucky Trinket

Number: 183
Class: Magician
Alignment: Light
Deck Cost: 59
ATK: 600
DEF: 800
Star Level: 2
Password: 03985011



Description: A peculiar, grinning being with numerous tiny legs and wings. Although it appears to be frail, it is protected by a holy power.

Lunar Queen Elzaim

Number: 260
Class: Fairy
Alignment: Light
Deck Cost: 103
ATK: 750
DEF: 1100
Star Level: 3
Password: 62210247



Description: A lovely winged goddess who stands guard over the moon. She blocks attacks with a curtain of light.

Mabarrel

Number: 204
Class: Fiend
Alignment: Fiend
Deck Cost: 25
ATK: 1700
DEF: 1400
Star Level: 5
Password: 98795934



Description: A Fiend with a long snout that works like a cannon. It shoots eyeballs at a speed that is invisible to the eye.

Machine Attacker

Number: 648
Class: Machine
Alignment: Fiend
Deck Cost: 14
ATK: 1600
DEF: 1300
Star Level: 5
Password: 38116136



Description: A Machine that was made to undertake suicidal ram attacks. It plows over foes by charging recklessly.

Machine Conversion Factory

Number: 325
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 25769732



Description: A machining factory that converts and modifies all machinery. It can be used to power up a chosen Machine.

Machine King

Number: 407
Class: Machine
Alignment: Pyro
Deck Cost: 150
ATK: 2200
DEF: 2000
Star Level: 6
Password: 46700124



Description: A gigantic combat robot constructed of a super-metal alloy. It looses Fire Blasts from its arms.

Madjinn Gunn

Number: 232
Class: Fiend
Alignment: Fiend
Deck Cost: 59
ATK: 600
DEF: 800
Star Level: 2
Password: 43905751



Description: A bio-weapon with seemingly three heads, but only two eyes. It shoots projectiles at high speed from its mouth.

Magical Ghost

Number: 470
Class: Zombie
Alignment: Fiend
Deck Cost: 161
ATK: 1300
DEF: 1400
Star Level: 4
Password: 46474915



Description: A female ghost that casts spells on foes during battle. Her spells sow terror and confusion among foes.

Magical Labyrinth

Number: 652
Class: Spell
Alignment: —
Deck Cost: 75
ATK: —
DEF: —
Star Level: —
Password: 64389297



Description: An equipment card that only works with a Labyrinth Wall. It strongly enhances the card that equips it.

Magician of Black Chaos

Number: 721
Class: Magician/Effect
Alignment: Divine
Deck Cost: 255
ATK: 2800
DEF: 2600
Star Level: 8
Password: n/a



Description: A master of Magicians who embodies the sinister power of chaos. He is the fusion of shadow and light.

Magician of Faith

Number: 428
Class: Magician
Alignment: Light
Deck Cost: 22
ATK: 300
DEF: 400
Star Level: 1
Password: 31560081



Description: A female Magician whose immaturity makes her weak. She banishes darkness with sacred spells.

Maha Vailo

Number: 493
Class: Magician
Alignment: Light
Deck Cost: 195
ATK: 1550
DEF: 1400
Star Level: 4
Password: 93013676



Description: A Magician who is always dressed in an outfit of navy blue. He always sits cross-legged and meditates.

Maiden of the Moonlight

Number: 631
Class: Magician
Alignment: Dreams
Deck Cost: 183
ATK: 1500
DEF: 1300
Star Level: 4
Password: 79629370



Description: A magic-using maiden who is under the moon's protection. Her ethereal spells enchant foes into seeing illusions.

Malevolent Nuzzler

Number: 321
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 99597615



Description: The kiss of a female Fiend that darkly empowers the recipient. It works on a female or a Dark Monster, etc.

Mammoth Graveyard

Number: 59
Class: Dinosaur/Effect
Alignment: Shadow
Deck Cost: 121
ATK: 1200
DEF: 800
Star Level: 3
Password: 40374923



Description: An animated skeleton of a mammoth with a debilitating power. It can power down every monster on the enemy's field.

Man Eater

Number: 158
Class: Plant
Alignment: Forest
Deck Cost: 59
ATK: 800
DEF: 600
Star Level: 2
Password: 93553943



Description: A carnivorous Plant that feasts on the flesh of humans. It attacks with its toxic tentacles.

Man-Eater Bug

Number: 501
Class: Insect
Alignment: Forest
Deck Cost: 37
ATK: 450
DEF: 600
Star Level: 2
Password: 54652250



Description: A hulking Insect whose forelegs end in awesome pincers. It chops with its pincers and eats voraciously.

Man-Eating Black Shark

Number: 565
Class: Fish
Alignment: Aqua
Deck Cost: 116
ATK: 2100
DEF: 1300
Star Level: 5
Password: 80727036



Description: A voracious shark colored black that has a pair of arms. It senses the scent of humans in the sea and races to attack.

Man-Eating Plant

Number: 75
Class: Plant
Alignment: Shadow
Deck Cost: 59
ATK: 800
DEF: 600
Star Level: 2
Password: 49127943



Description: A thorny Plant with what appears to be a lovely flower. However, the flower is used to swallow unsuspecting prey.

Man-Eating Treasure Chest

Number: 771
Class: Fiend
Alignment: Dreams
Deck Cost: 207
ATK: 1600
DEF: 1000
Star Level: 4
Password: 13723605



Description: A fiendish treasure chest that savors people with valuables. It chomps down on anyone that ventures too close.

Manga Ryu-Ran

Number: 727
Class: Dragon
Alignment: Fiend
Deck Cost: 30
ATK: 2200
DEF: 2600
Star Level: 7
Password: 38369349



Description: A cartoony Dragon that wears an egg shell as if for shelter. Despite its whimsical appearance, it is very strong.

Marine Beast

Number: 617
Class: Fish
Alignment: Aqua
Deck Cost: 25
ATK: 1700
DEF: 1600
Star Level: 5
Password: 29929832



Description: A beastly being of the high seas with needle-sharp fangs. If it buries its fangs in its foe, it will not let go.

Masaki the Legendary Swordsman

Number: 293
Class: Warrior
Alignment: Light
Deck Cost: 103
ATK: 1100
DEF: 1100
Star Level: 4
Password: 44287299



Description: A legendary swordsman who wears a huge and thick suit of armor. He is said to have killed a hundred men like him.

Mask of Darkness

Number: 102
Class: Fiend
Alignment: Shadow
Deck Cost: 72
ATK: 900
DEF: 400
Star Level: 2
Password: 28933734



Description: An animated mask created by a Magician using Dark powers. It attacks using a Dark power that cannot be seen.

Mask of Shine & Dark

Number: 720
Class: Magician/Ritual
Alignment: Divine
Deck Cost: 255
ATK: 2000
DEF: 1800
Star Level: 6
Password: TBD



Description: A sinister mask that uses illusions to confuse its foes. It creates a swirling vision of dark and light.

Masked Beast Des Gardius

Number: 882
Class: Fiend
Alignment: Shadow
Deck Cost: 168
ATK: 3300
DEF: 2500
Star Level: 8
Password: TBD



Description: A fiendish masked Monster that makes prey of human beings. The mask is said to show the faces of the people it has eaten.

Masked Clown

Number: 182
Class: Warrior
Alignment: Shadow
Deck Cost: 47
ATK: 500
DEF: 700
Star Level: 2
Password: 77581312



Description: A masked Warrior that prances about in the dance of death. While dancing, it hacks at its foe with its scythe.

Masked Sorcerer

Number: 220
Class: Magician
Alignment: Shadow
Deck Cost: 161
ATK: 900
DEF: 1400
Star Level: 4
Password: 10189126



Description: A secretive sorcerer who conceals his identity with a mask. No one has ever seen the sorcerer's face.

Master & Expert

Number: 248
Class: Beast
Alignment: Forest
Deck Cost: 121
ATK: 1200
DEF: 1000
Star Level: 4
Password: 75499502



Description: A pair of an expert beast tamer and the totally loyal beast. The combination they form is perfect.

Master of Dragon Soldier

Number: 890
Class: Dragon/Effect
Alignment: Divine
Deck Cost: 169
ATK: 5000
DEF: 5000
Star Level: 12
Password: TBD



Description: A huge and awesome strong Dragon that can be powered up based on the number of Dragons on the player's field.

Mavelus

Number: 272
Class: Winged Beast
Alignment: Pyro
Deck Cost: 140
ATK: 1300
DEF: 900
Star Level: 4
Password: 59036972



Description: A type of a fiery bird that makes its home in high mountains. It sprays fire from its mouth to burn everything around it.

Mech Bass

Number: 441
Class: Machine
Alignment: Aqua
Deck Cost: 41
ATK: 1800
DEF: 1500
Star Level: 5
Password: 50176820



Description: A mechanized bass with a large mouth and a cannon on its back. The cannon fires blinding plasma rays.

Mech Mole Zombie

Number: 197
Class: Zombie
Alignment: Fiend
Deck Cost: 29
ATK: 500
DEF: 400
Star Level: 2
Password: 63545455



Description: An undead monster with the build of a mole and bony hands. It launches its skeletal hands like rockets to attack.

Mechaleon

Number: 536
Class: Reptile
Alignment: Aqua
Deck Cost: 59
ATK: 800
DEF: 600
Star Level: 2
Password: 94412545



Description: A large chameleon with the ability to alter its body coloring. Using this ability, it can conceal itself in any location.

Mechanical Spider

Number: 410
Class: Machine
Alignment: Forest
Deck Cost: 29
ATK: 400
DEF: 500
Star Level: 2
Password: 45688586



Description: A spiderlike monster that operates on a system like clockwork. It attacks using sickles at the tip of its feet.

Mechanicalchaser

Number: 415
Class: Machine
Alignment: Fiend
Deck Cost: 274
ATK: 1850
DEF: 800
Star Level: 4
Password: 07359741



Description: A robotic hunter that capably serves the Machine King. It pursues its targets relentlessly until they are caught.

Meda Bat

Number: 245
Class: Fiend
Alignment: Fiend
Deck Cost: 59
ATK: 800
DEF: 400
Star Level: 2
Password: 76211194



Description: A fiendish flying eye created by an evil-hearted soul. It attacks by raining Dark Bombs on its foes.

Mega Thunderball

Number: 537
Class: Thunder
Alignment: Thunder
Deck Cost: 53
ATK: 750
DEF: 600
Star Level: 2
Password: 21817254



Description: A tricolored ball of many spikes that rolls around on its own. While it is rolling, it releases jolts of electrical charges.

Megamorph

Number: 657
Class: Spell
Alignment: —
Deck Cost: 255
ATK: —
DEF: —
Star Level: —
Password: 22046459



Description: A spell that gigantically transforms a monster on the field. The chosen monster is made much more powerful.

Megasonic Eye

Number: 355
Class: Machine
Alignment: Fiend
Deck Cost: 41
ATK: 1500
DEF: 1800
Star Level: 5
Password: 07562372



Description: A killing Machine that came from the far reaches of space. It is made of a mysterious metal.

Megazowler

Number: 79
Class: Dinosaur
Alignment: Earth
Deck Cost: 86
ATK: 1800
DEF: 2000
Star Level: 6
Password: 75390004



Description: A Dinosaur with horns protruding from all over its body. As expected, its ramming attacks are very powerful.

Megirus Light

Number: 271
Class: Fiend
Alignment: Shadow
Deck Cost: 72
ATK: 900
DEF: 600
Star Level: 3
Password: 23032273



Description: A creepy Fiend with blue eyes that shine with an ill light. The evil light of its eyes inflicts damage.

Melchid the Four-Face Beast

Number: 880
Class: Fiend
Alignment: Fiend
Deck Cost: 183
ATK: 1500
DEF: 1200
Star Level: 4
Password: 86569121



Description: A strange monster that switches its four masks in battle. By switching masks, it changes its attack modes four ways.

Meotoko

Number: 212
Class: Beast
Alignment: Fiend
Deck Cost: 47
ATK: 700
DEF: 600
Star Level: 2
Password: 53832650



Description: An enormous, headless Beast with an eye glaring from its chest. It attacks by shooting a destructive beam from its eye.

Messenger of Peace

Number: 891
Class: Spell
Alignment: —
Deck Cost: 10
ATK: —
DEF: —
Star Level: —
Password: 44656491



Description: A spell cast by a pacifist Fairy. It immobilizes all monsters on the foe's field with an ATK of 1500 or higher for one turn.

Metal Dragon

Number: 409
Class: Machine
Alignment: Pyro
Deck Cost: 50
ATK: 1850
DEF: 1700
Star Level: 6
Password: 09293977



Description: A mechanized Dragon whose body gleams in a glittering silver. Be prepared against its fiery breath.

Metal Fish

Number: 438
Class: Machine
Alignment: Aqua
Deck Cost: 61
ATK: 1600
DEF: 1900
Star Level: 5
Password: 55998462



Description: A Fish that is constructed of metal with a sharp cutter as a tail. It chops up opponents with its tail fin.

Metal Guardian

Number: 88
Class: Fiend
Alignment: Fiend
Deck Cost: 449
ATK: 1500
DEF: 2800
Star Level: 5
Password: 68339286



Description: A Fiend that guards the treasures in the world of Fiends. Its defense in darkness is outstandingly high.

Metalmorph

Number: 658
 Class: Spell
 Alignment: —
 Deck Cost: 2
 ATK: —
 DEF: —
 Star Level: —
 Password: 68540058



Description: A card that metalizes certain kinds of monsters on the field. The chosen monster is made into a Machine.

Metalzoa

Number: 392
 Class: Machine
 Alignment: Fiend
 Deck Cost: 95
 ATK: 3000
 DEF: 2300
 Star Level: 8
 Password: 50705071



Description: A Zoa that has undergone metalization into a deadly Machine. Its attack power is extremely high.

Meteor B. Dragon

Number: 713
 Class: Dragon
 Alignment: Pyro
 Deck Cost: 229
 ATK: 3500
 DEF: 2000
 Star Level: 8
 Password: n/a



Description: A Dragon whose body is a meteor that roils in red-black fire. Its body heat vaporizes everything nearby.

Meteor Dragon

Number: 712
 Class: Dragon
 Alignment: Earth
 Deck Cost: 86
 ATK: 1800
 DEF: 2000
 Star Level: 6
 Password: n/a



Description: A Dragon that came from the outer reaches of space. It fell to Earth with meteors.

Midnight Fiend

Number: 222
 Class: Fiend
 Alignment: Fiend
 Deck Cost: 59
 ATK: 800
 DEF: 600
 Star Level: 2
 Password: 37580756



Description: A Fiendish bird monster that appears only late at night. It is said to require a sacrifice for it to be summoned.

Mikazukinoyaiba

Number: 711
 Class: Dragon
 Alignment: Light
 Deck Cost: 9
 ATK: 2200
 DEF: 2350
 Star Level: 7
 Password: 83678433



Description: A ferocious Dragon Warrior armed with a crescent-blade sword. It is said to have come from the moon.

Millennium Golem

Number: 453
 Class: Rock
 Alignment: Earth
 Deck Cost: 150
 ATK: 2000
 DEF: 2200
 Star Level: 6
 Password: n/a



Description: A craggy Golem that had been made the guardian of treasures. For over a thousand years, it fulfilled its duty.

Millennium Shield

Number: 362
 Class: Warrior/Ritual
 Alignment: Divine
 Deck Cost: 255
 ATK: 0
 DEF: 3000
 Star Level: 5
 Password: 32012841



Description: One of the infamous and eagerly sought after Millennium items. It is said to withstand any attack, however hard.

Milus Radiant

Number: 527
 Class: Beast
 Alignment: Forest
 Deck Cost: 16
 ATK: 300
 DEF: 250
 Star Level: 1
 Password: 07489323



Description: A deceptive Beast that appears to be the picture of cuteness. However, it is cruel and vicious in reality.

Minar

Number: 534
 Class: Insect
 Alignment: Fiend
 Deck Cost: 65
 ATK: 850
 DEF: 750
 Star Level: 3
 Password: 32539892



Description: A two-horned Insect monster that has two pairs of forelegs. Each of the arms moves independently for attacking.

Minomushi Warrior

Number: 456
 Class: Rock
 Alignment: Earth
 Deck Cost: 140
 ATK: 1300
 DEF: 1200
 Star Level: 4
 Password: 46864967



Description: A hardy Warrior that is completely encased in a rock armor. It swings around a heavy sword hewn out of stone.

Misairuzame

Number: 542
 Class: Fish
 Alignment: Aqua
 Deck Cost: 14
 ATK: 1400
 DEF: 1600
 Star Level: 5
 Password: 33178416



Description: A spiny Fish that has sharp spikes growing all over its body. It launches missiles from its belly.

Monster Egg

Number: 147
Class: Warrior
Alignment: Earth
Deck Cost: 72
ATK: 600
DEF: 900
Star Level: 3
Password: 36121917



Description: An enigmatic Warrior that hides itself inside a large egg shell. It attacks by flinging the shell at its foe.

Monster Eye

Number: 402
Class: Fiend/Effect
Alignment: Fiend
Deck Cost: 19
ATK: 250
DEF: 350
Star Level: 1
Password: 84133008



Description: A sneaky familiar that spies on foes from a variety of places. It has the ability to reveal the cards in the foe's hand.

Monster Reborn

Number: 895
Class: Spell
Alignment: —
Deck Cost: 60
ATK: —
DEF: —
Star Level: —
Password: 83764718



Description: A spell that resurrects a monster from the opponent's graveyard and places it on the player's side of the field.

Monster Tamer

Number: 376
Class: Warrior/Effect
Alignment: Forest
Deck Cost: 41
ATK: 1800
DEF: 1600
Star Level: 5
Password: 97612389



Description: A Warrior who is skilled at handling Dungeon Worms in Duels. He can power up all Dungeon Worms on the player's field.

Monstrous Bird

Number: 522
Class: Winged Beast
Alignment: Wind
Deck Cost: 86
ATK: 2000
DEF: 1900
Star Level: 6
Password: 35712107



Description: A somewhat rarely seen bird of the most amazing size. It dives on foes at sharp angles to strike.

Monsturtle

Number: 177
Class: Aqua
Alignment: Aqua
Deck Cost: 87
ATK: 800
DEF: 1000
Star Level: 3
Password: 15820147



Description: A massively armored turtle enclosed in a shell studded with spikes. Extremely aggressive, it will not grow obedient to people.

Moon Envoy

Number: 290
Class: Warrior
Alignment: Light
Deck Cost: 103
ATK: 1100
DEF: 1000
Star Level: 4
Password: 45909477



Description: A striking Warrior who serves the goddess of the moon. He uses a pole arm with a quartermoon blade.

Mooyan Curry

Number: 338
Class: Spell
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: 58074572



Description: A succulent beef curry that boasts a restorative power. It restores the player's LP by 200.

Morinphen

Number: 498
Class: Fiend
Alignment: Fiend
Deck Cost: 10
ATK: 1550
DEF: 1300
Star Level: 5
Password: 55784832



Description: A freakish winged Fiend with a pointed head like that of a Fish. Its long arms end in hooked talons.

Morphing Jar

Number: 591
Class: Rock
Alignment: Earth
Deck Cost: 47
ATK: 700
DEF: 600
Star Level: 2
Password: 33508719



Description: A curious jar in which hides a being with a single eye. The being leaps out to attack the unwary who get too close.

Morphing Jar #2

Number: 841
Class: Rock
Alignment: Earth
Deck Cost: 59
ATK: 800
DEF: 700
Star Level: 3
Password: 79106360



Description: A jar that was constructed in the world of Fiends. Anything placed inside it can never be recovered.

Mother Grizzly

Number: 826
Class: Beast-Warrior
Alignment: Aqua
Deck Cost: 161
ATK: 1400
DEF: 1000
Star Level: 4
Password: 57839750



Description: A bruin that tears at the foe's throat with hooked claws. The foe's life is over in just five seconds.

Mountain

Number: 332
Class: Spell
Alignment: —
Deck Cost: 40
ATK: —
DEF: —
Star Level: —
Password: 50913601



Description: A Spell Card that changes the Field into a craggy mountain. It benefits Dragons, Winged Beasts and Thunder-type monsters.

Mountain Warrior

Number: 29
Class: Beast-Warrior
Alignment: Earth
Deck Cost: 87
ATK: 600
DEF: 1000
Star Level: 3
Password: 04931562



Description: A muscular Warrior built to withstand harsh elements and terrain. It has no trouble getting about on even terrible ground.

Mr. Volcano

Number: 846
Class: Pyro
Alignment: Pyro
Deck Cost: 116
ATK: 2100
DEF: 1300
Star Level: 5
Password: 31477025



Description: A gentleman who is skilled in the exotic art of pyrotechnics. While he is mild-mannered, he has a terrible temper.

Muka Muka

Number: 516
Class: Rock
Alignment: Earth
Deck Cost: 37
ATK: 600
DEF: 300
Star Level: 2
Password: 46657337



Description: An extremely irritating bug that annoys foes into huge rages. It is adept at goading the furious foes into going out of control.

Multiply

Number: 785
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 40703222



Description: A spell that causes a "Kuriboh" on the player's field to multiply. The monster and its copies fill the field completely.

Muse-A

xNumber: 592
Class: Fairy
Alignment: Light
Deck Cost: 72
ATK: 850
DEF: 900
Star Level: 3
Password: 69992868



Description: An ethereal and artistic Fairy known for her harp playing. When it comes to the harp, she is far beyond compare.

Mushroom Man

Number: 8
Class: Plant
Alignment: Forest
Deck Cost: 59
ATK: 800
DEF: 600
Star Level: 2
Password: 14181608



Description: A monster that is at its best in chilly and damp locations. It attacks by releasing clouds of spores from its cap.

Mushroom Man #2

Number: 553
Class: Warrior
Alignment: Forest
Deck Cost: 130
ATK: 1250
DEF: 800
Star Level: 3
Password: 93900406



Description: The grown form of "Mushroom Man" is a mix of a tree and fungus. Its attack power is much higher than the original guise.

Musician King

Number: 495
Class: Magician
Alignment: Light
Deck Cost: 32
ATK: 1750
DEF: 1500
Star Level: 5
Password: 56907389



Description: A musical master whose guitar playing is unmatched by others. He attacks by generating ultrasonic waves.

M-Warrior #1

Number: 160
Class: Warrior/Effect
Alignment: Earth
Deck Cost: 87
ATK: 1000
DEF: 500
Star Level: 3
Password: 56342351



Description: A striking blue-skinned Warrior armed with a conical sword. It can power up "M-Warrior #2s" on the own field.

M-Warrior #2

Number: 161
Class: Warrior/Effect
Alignment: Earth
Deck Cost: 87
ATK: 500
DEF: 1000
Star Level: 3
Password: 92731455



Description: A striking, red-skinned Warrior armed with a flat blade. It can power up "M-Warrior #1s" on the own field.

Mysterious Puppeteer

Number: 166
Class: Warrior
Alignment: Earth
Deck Cost: 183
ATK: 1000
DEF: 1500
Star Level: 4
Password: 54098121



Description: A horrifying puppeteer that has the power to mesmerize its foes. Once a foe is under this being's spell, it becomes a mere puppet.

Mystery Hand

Number: 137
Class: Fiend
Alignment: Fiend
Deck Cost: 29
ATK: 500
DEF: 500
Star Level: 2
Password: 62793020



Description: The hand of a being that has the power to distort the dimensions. It reaches from a rift in the dimensions to strike.

Mystic Clown

Number: 281
Class: Fiend
Alignment: Shadow
Deck Cost: 183
ATK: 1500
DEF: 1000
Star Level: 4
Password: 47060154



Description: A bizarre creature with many eyes that attacks as if demented. It cannot be stopped in its crazed rampage by anyone.

Mystic Horseman

Number: 91
Class: Beast
Alignment: Forest
Deck Cost: 195
ATK: 1300
DEF: 1550
Star Level: 4
Password: 68516705



Description: An axe-bearing Beast that is half human and half horse. Fleet of foot, it is impossible for anyone to catch.

Mystic Lamp

Number: 387
Class: Magician/Effect
Alignment: Shadow
Deck Cost: 22
ATK: 400
DEF: 300
Star Level: 1
Password: 98049915



Description: An enchanted lamp that has a special power despite its stats. Its attack power can be used to damage the opponent directly.

Mystic Tomato

Number: 830
Class: Plant
Alignment: Forest
Deck Cost: 161
ATK: 1400
DEF: 1100
Star Level: 4
Password: 83011277



Description: A monster that had been a man who died by choking on tomatoes. His anger at his murder made him this monster.

Mystical Beast Serket

Number: 874
Class: Fairy/Effect
Alignment: Earth
Deck Cost: 279
ATK: 2500
DEF: 2000
Star Level: 6
Password: TBD



Description: A powerful scorpionlike being that can envelop a monster on the foe's field to power itself up.

Mystical Capture Chain

Number: 134
Class: Fairy
Alignment: Light
Deck Cost: 47
ATK: 700
DEF: 700
Star Level: 2
Password: 63515678



Description: A magical chain that has been infused with a sacred power. It is said to be able to bind foes and keep them from moving.

Mystical Elf

Number: 2
Class: Magician/Effect
Alignment: Light
Deck Cost: 319
ATK: 800
DEF: 2000
Star Level: 4
Password: 15025844



Description: An elf with blue skin, yellow hair, and light of element. It can power up "Blue-Eyes White Dragons" on the own field.

Mystical Moon

Number: 319
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 36607978



Description: A jaundiced full moon whose rays arouse savage spirits. Its supernatural force powers up a Beast, etc.

Mystical Sand

Number: 531
Class: Rock
Alignment: Shadow
Deck Cost: 116
ATK: 2100
DEF: 1700
Star Level: 6
Password: 32751480



Description: A horrifying witch that can turn anything she desires into stone. The victims crumble away into sand.

Mystical Sheep #1

Number: 642
Class: Beast
Alignment: Dreams
Deck Cost: 112
ATK: 1150
DEF: 900
Star Level: 3
Password: 30451366



Description: A long-tailed sheep with a fleece as dark as its heart. It employs illusory ruses and tricks.

Mystical Sheep #2

Number: 282
Class: Beast
Alignment: Dreams
Deck Cost: 87
ATK: 800
DEF: 1000
Star Level: 3
Password: 83464209



Description: A sheep with a long tail from which dangles a pendulum. It swings the pendulum to hypnotize its foes into sleeping.

Neck Hunter

Number: 526
 Class: Fiend
 Alignment: Fiend
 Deck Cost: 61
 ATK: 1750
 DEF: 1900
 Star Level: 6
 Password: 70084224



Description: A cyclopean Fiend that decapitates foes with its scythe. It can also shoot a beam of energy from its eye.

Necrolancer the Timelord

Number: 143
 Class: Magician
 Alignment: Dreams
 Deck Cost: 72
 ATK: 800
 DEF: 900
 Star Level: 3
 Password: 61454890



Description: A one-eyed being that has the ability to bend time as it wants. It emerges from a ring of time that can appear anywhere.

Needle Ball

Number: 490
 Class: Fiend
 Alignment: Fiend
 Deck Cost: 53
 ATK: 750
 DEF: 700
 Star Level: 2
 Password: 94230224



Description: A ball-like Fiend that is fully studded with sharp needles. It falls out of the sky in a cluster with many others.

Needle Worm

Number: 562
 Class: Insect
 Alignment: Forest
 Deck Cost: 53
 ATK: 750
 DEF: 600
 Star Level: 2
 Password: 81843628



Description: An Insect larva that has three sharp steel spikes in its head. Don't underestimate what this monster could do.

Nekogal #1

Number: 252
 Class: Beast
 Alignment: Forest
 Deck Cost: 103
 ATK: 1100
 DEF: 900
 Star Level: 3
 Password: 01761063



Description: A classy and beautiful spirit of a cat with a long tail. Despite her appearance, she is vicious and claws foes in a blur.

Nekogal #2

Number: 627
 Class: Beast-Warrior
 Alignment: Forest
 Deck Cost: 86
 ATK: 1900
 DEF: 2000
 Star Level: 6
 Password: 43352213



Description: A felinelike Beast-Warrior that deftly sidesteps attacks. She strikes with her sharp and hooked claws.

Nemuriko

Number: 129
 Class: Magician/Effect
 Alignment: Shadow
 Deck Cost: 59
 ATK: 800
 DEF: 700
 Star Level: 3
 Password: 90963488



Description: A sleeping child that is swaddled in an enchanted scarf. It can make all enemy monsters on the field fall asleep.

Neo the Magic Swordsman

Number: 770
 Class: Magician
 Alignment: Earth
 Deck Cost: 233
 ATK: 1700
 DEF: 1000
 Star Level: 4
 Password: 50930991



Description: A swordsman who is equally adept at both swordplay and sorcery. He is useful to have around as a comrade.

Night Lizard

Number: 634
 Class: Aqua
 Alignment: Aqua
 Deck Cost: 140
 ATK: 1150
 DEF: 1300
 Star Level: 4
 Password: 78402798



Description: A lizard-man Warrior that has been made a protector of the sea. It is easily recognized by its green scales.

Nightmare Scorpion

Number: 116
 Class: Insect
 Alignment: Earth
 Deck Cost: 72
 ATK: 900
 DEF: 800
 Star Level: 3
 Password: 88643173



Description: A scorpion that lulls its foes to sleep and terrible nightmares. The sleeping foe is then stabbed by its four toxic stingers.

Nimble Momonga

Number: 822
 Class: Beast-Warrior
 Alignment: Forest
 Deck Cost: 87
 ATK: 1000
 DEF: 100
 Star Level: 2
 Password: 22567609



Description: A flying squirrel that flies around its foe, out of reach. When it sees a chance, it goes for the foe's throat with fangs.

Niwatori

Number: 538
 Class: Winged Beast
 Alignment: Forest
 Deck Cost: 72
 ATK: 900
 DEF: 800
 Star Level: 3
 Password: 07805359



Description: A gargantuan bird that can swallow its enemies whole and alive. It absorbs what it eats as energy.

Novox's Prayer

Number: 679
Class: Ritual
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: n/a



Description: A ritual for summoning a "Skull Guardian" in return for a Tribute. For this ritual, an "M-Warrior #1," etc., is needed.

Nuvia the Wicked

Number: 881
Class: Fiend
Alignment: Shadow
Deck Cost: 319
ATK: 2000
DEF: 800
Star Level: 4
Password: 12953226



Description: A Dark Fiend that had once been a woman fixated on revenge. She changed to this form by selling her soul to a Dark entity.

Obelisk the Tormentor

Number: 832
Class: Warrior/Effect
Alignment: Divine
Deck Cost: 0
ATK: 4000
DEF: 4000
Star Level: 12
Password: n/a



Description: A monster that can wipe out all monsters on the foe's field. At the same time, it hits the foe with 4000 LP worth of damage.

Obese Marmot of Nefariousness

Number: 604
Class: Beast
Alignment: Fiend
Deck Cost: 59
ATK: 750
DEF: 800
Star Level: 3
Password: 56713552



Description: A fat, blue rodent with a horn that will gnaw on anything. It is ill-mannered in the extreme.

Octoberser

Number: 131
Class: Aqua
Alignment: Aqua
Deck Cost: 14
ATK: 1600
DEF: 1400
Star Level: 5
Password: 74637266



Description: A bizarre creature with a fish head and octopus tentacles. It attacks with a spear.

Ocubeam

Number: 396
Class: Fairy
Alignment: Wind
Deck Cost: 19
ATK: 1550
DEF: 1650
Star Level: 5
Password: 86088138



Description: A fearsome being that keeps watch with big ears and eye. Despite its terrifying appearance, it is a Fairy.

Ogre of the Black Shadow

Number: 287
Class: Beast-Warrior
Alignment: Fiend
Deck Cost: 161
ATK: 1200
DEF: 1400
Star Level: 4
Password: 45121025



Description: A foul ogre that has been possessed by a malevolent shadow. It charges foes at an astounding speed.

One Who Hunts Souls

Number: 246
Class: Beast-Warrior
Alignment: Fiend
Deck Cost: 103
ATK: 1100
DEF: 1000
Star Level: 4
Password: 03606209



Description: A headless, centaurlike creature armed with a wicked sword. The sword steals souls from those it cuts.

One-Eyed Shield Dragon

Number: 296
Class: Dragon
Alignment: Wind
Deck Cost: 140
ATK: 700
DEF: 1300
Star Level: 3
Password: 33064647



Description: A birdlike Dragon with one eye and a shield on its belly. The shield is used for both defense and attack.

Ooguchi

Number: 398
Class: Aqua
Alignment: Aqua
Deck Cost: 16
ATK: 300
DEF: 250
Star Level: 1
Password: 58861941



Description: A monster bullfrog with a grotesquely stretched mouth. Touching the spikes on its back causes numbness.

Ookazi

Number: 346
Class: Spell
Alignment: —
Deck Cost: 50
ATK: —
DEF: —
Star Level: —
Password: 19523799



Description: A Spell Card that ignites a huge blaze that burns all day. It inflicts 500 LP damage directly on the opponent.

Orion the Battle King

Number: 126
Class: Fairy
Alignment: Light
Deck Cost: 41
ATK: 1800
DEF: 1500
Star Level: 5
Password: 02971090



Description: An imposing angel that is claimed to be the god of battle. No one, however, has been witness to it in battle.

Oscillo Hero

Number: 559
Class: Warrior
Alignment: Dreams
Deck Cost: 130
ATK: 1250
DEF: 700
Star Level: 3
Password: 82065276



Description: A baffling sort of a Warrior with a single eye and antennas. It arrived from another dimension.

Oscillo Hero #2

Number: 45
Class: Thunder
Alignment: Thunder
Deck Cost: 87
ATK: 1000
DEF: 500
Star Level: 3
Password: 27324313



Description: A small but tough robot with a strong thunderbolt attack. Treating it lightly could come as a nasty shock.

Pale Beast

Number: 597
Class: Beast
Alignment: Forest
Deck Cost: 183
ATK: 1500
DEF: 1200
Star Level: 4
Password: 21263083



Description: A creepy, blue-skinned Beast with a pair of horns on its head. The identity of this Beast is completely unknown.

Panther Warrior

Number: 745
Class: Beast-Warrior
Alignment: Shadow
Deck Cost: 318
ATK: 2000
DEF: 1600
Star Level: 4
Password: 42035044



Description: A feline Warrior that attacks faster than sweeping winds. Its speed easily tops 60.

Parasite Paracide

Number: 763
Class: Insect/Effect
Alignment: Forest
Deck Cost: 29
ATK: 500
DEF: 300
Star Level: 2
Password: 27911549



Description: A parasitic Insect that obtains food from the hapless host. It has the power to latch onto a monster on the foe's field.

Parrot Dragon

Number: 383
Class: Dragon
Alignment: Wind
Deck Cost: 86
ATK: 2000
DEF: 1300
Star Level: 5
Password: 62762898



Description: A sharp-beaked Dragon from the world of American comics. Don't be taken in by its adorable appearance.

Patrol Robo

Number: 580
Class: Machine
Alignment: Fiend
Deck Cost: 103
ATK: 1100
DEF: 900
Star Level: 3
Password: 76775123



Description: A state-of-the-art robot that was made for security purposes. It destroys intruders the instant it locates them.

Peacock

Number: 491
Class: Winged Beast
Alignment: Forest
Deck Cost: 25
ATK: 1700
DEF: 1500
Star Level: 5
Password: 20624263



Description: An oversized peacock with a breathtaking profusion of feathers. It shoots its beautiful feathers to attack.

Pendulum Machine

Number: 388
Class: Machine
Alignment: Shadow
Deck Cost: 86
ATK: 1750
DEF: 2000
Star Level: 6
Password: 24433920



Description: A horrid Machine made for torture with a huge blade. It swings the blade like a pendulum to slice victims in half.

Penguin Knight

Number: 199
Class: Aqua
Alignment: Earth
Deck Cost: 72
ATK: 900
DEF: 800
Star Level: 3
Password: 36039163



Description: An imperious penguin that is armed with an imposing sword. It leaps and slides on its belly to make a charge at foes.

Penguin Soldier

Number: 602
Class: Aqua
Alignment: Aqua
Deck Cost: 53
ATK: 750
DEF: 500
Star Level: 2
Password: 93920745



Description: A low-level soldier among penguins that is armed with a sword. It attacks en masse with its comrades.

Perfectly Ultimate Great Moth

Number: 67
Class: Insect/Effect
Alignment: Forest
Deck Cost: 255
ATK: 3500
DEF: 3000
Star Level: 8
Password: n/a



Description: The final evolution on the Insect monster "Great Moth." It is the most powerful among all the Insect-type monsters.

Performance of Sword

Number: 701
Class: Warrior/Ritual
Alignment: Divine
Deck Cost: 255
ATK: 1950
DEF: 1850
Star Level: 6
Password: n/a



Description: A dancing Warrior girl with a sense of grace and beauty. She spins with flowing elegance.

Petit Angel

Number: 208
Class: Fairy
Alignment: Light
Deck Cost: 72
ATK: 600
DEF: 900
Star Level: 3
Password: 38142739



Description: An extremely small angel that darts and dashes about quickly. Its small size and quick agility make it a difficult target.

Petit Dragon

Number: 200
Class: Dragon
Alignment: Wind
Deck Cost: 47
ATK: 600
DEF: 700
Star Level: 2
Password: 75356564



Description: A very tiny Dragon with wings that are as large as its body. It bravely attacks foes using its puny body to the fullest.

Petit Moth

Number: 278
Class: Insect
Alignment: Forest
Deck Cost: 16
ATK: 300
DEF: 200
Star Level: 1
Password: 58192742



Description: A minute Insect larva with numerous eyelike markings. It is impossible to tell what it would look like when it is grown.

Phantom Dewan

Number: 179
Class: Magician
Alignment: Shadow
Deck Cost: 47
ATK: 700
DEF: 600
Star Level: 2
Password: 77603950



Description: A macabre Magician with the ability to cast Dark spells. It can stop foes in their tracks using immobilizing curses.

Phantom Ghost

Number: 203
Class: Zombie
Alignment: Fiend
Deck Cost: 59
ATK: 600
DEF: 800
Star Level: 2
Password: 61201220



Description: A macabre being that is actually a gathering of lost souls. The souls are those unable to pass on to the next world.

Pinch Hopper

Number: 766
Class: Insect/Effect
Alignment: Forest
Deck Cost: 121
ATK: 1000
DEF: 1200
Star Level: 4
Password: TBD



Description: A grasshopper-like Insect that can sacrifice itself. For its own demise, it can summon an Insect from the own hand.

Pot of Greed

Number: 789
Class: Spell
Alignment: —
Deck Cost: 50
ATK: —
DEF: —
Star Level: —
Password: 55144522



Description: A card that allows the player to draw cards from the deck. Up to two cards may be drawn if there is room in the hand.

Pot the Trick

Number: 558
Class: Rock
Alignment: Fiend
Deck Cost: 22
ATK: 400
DEF: 400
Star Level: 2
Password: 55567161



Description: A familiar that loyally obeys every command of a Magician. It is not particularly strong in any way.

Power of Kaishin

Number: 328
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 77027445



Description: A Spell Card of a trident that powers up a Monster of the Sea. It can be used on an Aqua, Fish, or Sea Dragon type.

Pragtical

Number: 482
Class: Dinosaur
Alignment: Earth
Deck Cost: 61
ATK: 1900
DEF: 1500
Star Level: 5
Password: 33691040



Description: A Dinosaur with spikes on its long tail and atop its head. The attacks it throws with the spikes are very strong. Beware.

Prevent Rat

Number: 255
Class: Beast
Alignment: Forest
Deck Cost: 319
ATK: 500
DEF: 2000
Star Level: 4
Password: 00549481



Description: A Beast with a tough, blue shell made of hair bunched together. The shell gives it a high degree of protection.

Princess of Tsurugi

Number: 266
Class: Warrior
Alignment: Wind
Deck Cost: 72
ATK: 900
DEF: 700
Star Level: 3
Password: 51371017



Description: A princess who is skilled at the use and handling of swords. Indeed, her sword-fighting ability is considerable.

Prisman

Number: 505
Class: Rock
Alignment: Earth
Deck Cost: 87
ATK: 800
DEF: 1000
Star Level: 3
Password: 80234301



Description: A statuesque being that is composed of high-clarity crystals. It collects and concentrates light to fire laser beams.

Protector of the Throne

Number: 280
Class: Warrior
Alignment: Earth
Deck Cost: 183
ATK: 800
DEF: 1500
Star Level: 4
Password: 10071456



Description: A princess who guards the king's throne from foes in his absence. She is very well protected against harm.

Psychic Kappa

Number: 292
Class: Aqua
Alignment: Aqua
Deck Cost: 87
ATK: 400
DEF: 1000
Star Level: 2
Password: 07892180



Description: A traditional Japanese Monster with amphibian qualities. It avoids taking damage through the use of psychic powers.

Psycho-Puppet

Number: 715
Class: Fiend/Ritual
Alignment: Divine
Deck Cost: 255
ATK: 2000
DEF: 2350
Star Level: 7
Password: TBD



Description: A malevolent puppet that performs odd, debilitating dances. Its dancing inflicts pain on those that see it.

Pumpking the King of Ghosts

Number: 99
Class: Zombie/Effect
Alignment: Forest
Deck Cost: 86
ATK: 1800
DEF: 2000
Star Level: 6
Password: 29155212



Description: A ghostly pumpkin with the ability to power up the player's "Armored Zombie," "Dragon Zombie," and "Clown Zombie" in play.

Punished Eagle

Number: 465
Class: Winged Beast
Alignment: Wind
Deck Cost: 116
ATK: 2100
DEF: 1800
Star Level: 6
Password: 74703140



Description: An eagle that renders judgments from a lofty position. It punishes those it finds guilty with silver talons.

Puppet Ritual

Number: 694
Class: Ritual
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: TBD



Description: A ritual summoning "Psycho-Puppet" in return for a Tribute. For this, a "Mysterious Puppeteer," etc., is needed.

Queen Bird

Number: 468
Class: Winged Beast
Alignment: Wind
Deck Cost: 86
ATK: 1200
DEF: 2000
Star Level: 5
Password: 73081602



Description: An imposing bird with a crane-like neck supporting its large head. The highly protected bird pecks with its large beak to attack.

Queen of Autumn Leaves

Number: 638
Class: Plant
Alignment: Forest
Deck Cost: 41
ATK: 1800
DEF: 1500
Star Level: 5
Password: 04179849



Description: The Queen of the Emerald Forest and the wife of the Spirit King. She lives among leaves in the vivid colors of autumn.

Queen's Double

Number: 635
Class: Warrior
Alignment: Earth
Deck Cost: 19
ATK: 350
DEF: 300
Star Level: 1
Password: 05901497



Description: A female Warrior who serves as a stand-in for her queen. She is not very useful, apparently.

Rabid Horseman

Number: 92
Class: Beast-Warrior
Alignment: Forest
Deck Cost: 86
ATK: 2000
DEF: 1700
Star Level: 6
Password: n/a



Description: A fearsome monster that is made of a centaur and an ox. It savagely doles out very punishing attacks.

Raigeki

Number: 337
Class: Spell
Alignment: —
Deck Cost: 50
ATK: —
DEF: —
Star Level: —
Password: 12580477



Description: An immense thunderbolt that strikes with intense power. It destroys every monster on the foe's field.

Rainbow Flower

Number: 488
Class: Plant
Alignment: Forest
Deck Cost: 29
ATK: 400
DEF: 500
Star Level: 2
Password: 21347810



Description: A one-eyed flower monster whose petals are in rainbow colors. It lunges and bites at anyone getting too close.

Rainbow Marine Mermaid

Number: 494
Class: Fish
Alignment: Aqua
Deck Cost: 25
ATK: 1550
DEF: 1700
Star Level: 5
Password: 29402771



Description: A reticent mermaid who appears only on very rare occasions. She emerges only when a large rainbow arches across the sky.

Raise Body Heat

Number: 326
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 51267887



Description: A Spell Card that absorbs solar energy to empower a monster. It works on a designated Dinosaur, etc.

Rare Fish

Number: 230
Class: Fish
Alignment: Aqua
Deck Cost: 183
ATK: 1500
DEF: 1200
Star Level: 4
Password: 80516007



Description: A peculiar, rarely seen Fish that has the head of a beast. Its temperament is very aggressive.

Ray & Temperature

Number: 276
Class: Fairy
Alignment: Wind
Deck Cost: 87
ATK: 1000
DEF: 1000
Star Level: 3
Password: 85309439



Description: A friendly and supportive twosome of the north wind and the sun. They attack with cutting winds and a harsh thermal ray.

Reaper of the Cards

Number: 84
Class: Fiend/Effect
Alignment: Fiend
Deck Cost: 86
ATK: 1800
DEF: 2000
Star Level: 5
Password: 33066139



Description: A deathly phantom in a cloaked hood with a giant blade. It can make one trap disappear from the opponent's field.

Red Archery Girl

Number: 725
Class: Aqua/Effect
Alignment: Aqua
Deck Cost: 183
ATK: 1400
DEF: 1500
Star Level: 4
Password: 65570596



Description: A mermaid archer who conceals herself in a clam shell. She can weaken a foe monster, and immobilize it next turn.

Red Medicine

Number: 339
Class: Spell
Alignment: —
Deck Cost: 5
ATK: —
DEF: —
Star Level: —
Password: 38199696



Description: A medicinal potion that has a fair restorative power. It restores the player's LP by 500.

Red-Eyes B. Dragon

Number: 82
Class: Dragon
Alignment: Fiend
Deck Cost: 12
ATK: 2400
DEF: 2000
Star Level: 7
Password: 74677422



Description: A sinister black Dragon with eyes that shine a deep scarlet. It furiously spouts black flames that incinerate all things.

Red-Eyes B. Dragon

Number: 885
Class: Dragon
Alignment: Fiend
Deck Cost: 12
ATK: 2400
DEF: 2000
Star Level: 7
Password: TBD



Description: An awesome black Dragon that has eyes that glitter scarlet. Its furious black fire burns everything to the ground.

Red-Eyes Black Metal Dragon

Number: 742
Class: Machine
Alignment: Shadow
Deck Cost: 58
ATK: 2800
DEF: 2400
Star Level: 8
Password: 64335804



Description: A "Red-Eyes Black Dragon" that has been metalized for more power. Its type has changed from Dragon to Machine.

Red-Eyes Black Metal Dragon

Number: 884
 Class: Machine
 Alignment: Shadow
 Deck Cost: 58
 ATK: 2800
 DEF: 2400
 Star Level: 8
 Password: TBD



Description: A ferocious mechanized Dragon that boasts great strength. It is a "Red-Eyes Black Dragon" that was metalized for power.

Reflect Bounder

Number: 756
 Class: Magician/Effect
 Alignment: Fiend
 Deck Cost: 233
 ATK: 1700
 DEF: 1000
 Star Level: 4
 Password: 02851070



Description: A magical mirror being that can take the ATK power of a monster on the foe's field to cause LP loss in return for its own life.

Relinquished

Number: 731
 Class: Magician/Effect/Ritual
 Alignment: Divine
 Deck Cost: 255
 ATK: 0
 DEF: 0
 Star Level: 1
 Password: 64631466



Description: A horrifying monster that has single malevolent eye. It can steal the abilities of a monster on the foe's field.

Restructer Revolution

Number: 788
 Class: Spell
 Alignment: —
 Deck Cost: 15
 ATK: —
 DEF: —
 Star Level: —
 Password: 99518961



Description: An attack spell that directly hits the opponent's LP. It inflicts 200 LP damage for every card in the foe's hand.

Resurrection of Chakra

Number: 693
 Class: Ritual
 Alignment: —
 Deck Cost: 0
 ATK: —
 DEF: —
 Star Level: —
 Password: n/a



Description: A ritual summoning a "Chakra" in return for a Tribute. For this, a "Versago the Destroyer," etc., is needed.

Reverse Trap

Number: 689
 Class: Trap
 Alignment: —
 Deck Cost: 2
 ATK: —
 DEF: —
 Star Level: —
 Password: 77622396



Description: A Trap Card that reverses the effect of any Power-Up Card. If a Power-Up Card is used, it cuts power instead.

Revival Jam

Number: 810
 Class: Aqua/Effect
 Alignment: Aqua
 Deck Cost: 183
 ATK: 1500
 DEF: 500
 Star Level: 4
 Password: 31709826



Description: A being that multiplies by splitting into two identical halves. If there is room on the player's field it can split into two.

Revival of Dokurorider

Number: 699
 Class: Ritual
 Alignment: —
 Deck Cost: 0
 ATK: —
 DEF: —
 Star Level: —
 Password: n/a



Description: A ritual for summoning a "Dokurorider" in return for Tributes. For this, two monsters and a "Temple of Skulls" are needed.

Revival of Sennen Genjin

Number: 678
 Class: Ritual
 Alignment: —
 Deck Cost: 0
 ATK: —
 DEF: —
 Star Level: —
 Password: n/a



Description: A ritual summoning a "Sennenjin" in return for Tributes. For this, two monsters and a "Hitotsu-Me Giant" are needed.

Revived Serpent Night Dragon

Number: 691
 Class: Ritual
 Alignment: —
 Deck Cost: 0
 ATK: —
 DEF: —
 Star Level: —
 Password: n/a



Description: A ritual summoning a "Serpent Night Dragon" with a Tribute. For this, a "Darkfire Dragon," etc., is needed.

Rhaimundos of the Red Sword

Number: 151
 Class: Warrior
 Alignment: Aqua
 Deck Cost: 140
 ATK: 1200
 DEF: 1300
 Star Level: 4
 Password: 62403074



Description: A Warrior armed with a sword that blazes with red flames. It uses a fiery skill that prevents the foe from moving.

Right Arm of the Forbidden One

Number: 19
 Class: Magician
 Alignment: Shadow
 Deck Cost: 66
 ATK: 200
 DEF: 300
 Star Level: 1
 Password: 70903634



Description: One of the five limbs of "Exodia," the forbidden monster. If all five cards gather in the hand of the player, he wins.

Right Leg of the Forbidden One

Number: 17

Class: Magician

Alignment: Shadow

Deck Cost: 66

ATK: 200

DEF: 300

Star Level: 1

Password: 08124921



Description: One of the five limbs of "Exodia," the forbidden monster. If all five cards gather in the hand of the player, he wins.

Roaring Ocean Snake

Number: 223

Class: Aqua

Alignment: Aqua

Deck Cost: 116

ATK: 2100

DEF: 1800

Star Level: 6

Password: 19066538



Description: A gigantic Sea Serpent that emerges from the waves in a storm. It creates towering tidal waves that swallow all in their path.

Rock Ogre Grotto #1

Number: 28

Class: Rock

Alignment: Earth

Deck Cost: 121

ATK: 800

DEF: 1200

Star Level: 3

Password: 68846917



Description: With a body made of stone, it is strongly protected from damage. Beware—it swings its thick arms to devastating effect.

Rock Ogre Grotto #2

Number: 263

Class: Rock

Alignment: Earth

Deck Cost: 161

ATK: 700

DEF: 1400

Star Level: 3

Password: 62193699



Description: A Golem emerged when boulders and rocks gathered together. In battle, it petrifies, then destroys the foe.

Rock Spirit

Number: 619

Class: Magician

Alignment: Earth

Deck Cost: 61

ATK: 1650

DEF: 1900

Star Level: 5

Password: 82818645



Description: A Fairy of boulders that looks like an earthenware statue. It is quite strong in terms of both attack and defense.

Rocket Warrior

Number: 838

Class: Warrior/Effect

Alignment: Earth

Deck Cost: 183

ATK: 1500

DEF: 1300

Star Level: 4

Password: 30860696



Description: A smaller Warrior that can transform into a speedy rocket. It can power down a chosen monster on the opponent's field.

Rogue Doll

Number: 44

Class: Magician

Alignment: Light

Deck Cost: 207

ATK: 1600

DEF: 1000

Star Level: 4

Password: 91939608



Description: A possessed doll that wields sacred power as its weapon. Its attacks become more powerful in darkness.

Root Water

Number: 247

Class: Fish

Alignment: Aqua

Deck Cost: 72

ATK: 900

DEF: 800

Star Level: 3

Password: 39004808



Description: An amphibian creature that avoids notice by lurking in the waves. It creates massive, dark tidal waves to attack.

Rose Spectre of Dunn

Number: 594

Class: Plant

Alignment: Fiend

Deck Cost: 86

ATK: 2000

DEF: 1800

Star Level: 6

Password: 32485271



Description: A dark being that makes its home among beautiful rose flowers. It drains the souls of its victims to feed the Plant.

Royal Guard

Number: 645

Class: Machine

Alignment: Earth

Deck Cost: 150

ATK: 1900

DEF: 2200

Star Level: 6

Password: 39239728



Description: A mechanized soldier that was developed to protect royalty. It has been endowed with the ability to think.

Rude Kaiser

Number: 382

Class: Beast-Warrior

Alignment: Earth

Deck Cost: 41

ATK: 1800

DEF: 1600

Star Level: 5

Password: 26378150



Description: A savage Beast-Warrior that bears a pair of prized axes. Blows from the two axes are quite powerful.

Ryu-Kishin

Number: 5

Class: Fiend

Alignment: Wind

Deck Cost: 87

ATK: 1000

DEF: 500

Star Level: 3

Password: 15303296



Description: It disguises itself as a statue and strikes from the shadows. It is also fleet of foot and adept at fleeing.

Ryu-Kishin Powered

Number: 377
Class: Fiend
Alignment: Fiend
Deck Cost: 207
ATK: 1600
DEF: 1200
Star Level: 4
Password: 24611934



Description: A "Ryu-Kishin" that has grown stronger by the power of darkness. Beware of its cruelly hooked talons.

Ryu-Ran

Number: 726
Class: Dragon
Alignment: Pyro
Deck Cost: 30
ATK: 2200
DEF: 2600
Star Level: 7
Password: 02964201



Description: A vicious Dragon that wears an egg shell as if for shelter. Beware—mistaking this Dragon for an infant may be disastrous.

Saber Slasher

Number: 405
Class: Machine
Alignment: Fiend
Deck Cost: 7
ATK: 1450
DEF: 1500
Star Level: 5
Password: 73911410



Description: A murderous Machine that wields a pair of curved swords. It rampages uncontrollably while holding the swords high.

Saggi the Dark Clown

Number: 34
Class: Magician
Alignment: Shadow
Deck Cost: 183
ATK: 600
DEF: 1500
Star Level: 3
Password: 66602787



Description: A sinister clown that appears as if from nowhere silently. It deftly evades attacks using strange motions.

Salamandra

Number: 654
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 32268901



Description: An equipment card that has the power of a wicked fiery monster. It can power up any Pyro-type monster.

Sand Stone

Number: 517
Class: Rock
Alignment: Earth
Deck Cost: 14
ATK: 1300
DEF: 1600
Star Level: 5
Password: 73051941



Description: A subterranean monster that ambushes unsuspecting foes. It attacks the startled enemies with its tentacles.

Sanga of the Thunder

Number: 371
Class: Thunder
Alignment: Thunder
Deck Cost: 30
ATK: 2600
DEF: 2200
Star Level: 7
Password: n/a



Description: A powerful deity represents the element of Thunder. It can join "Kazejin" and "Suijin" to become a "Gate Guardian."

Sangan

Number: 48
Class: Fiend
Alignment: Fiend
Deck Cost: 87
ATK: 1000
DEF: 600
Star Level: 3
Password: 26202165



Description: A smaller Fiend with a set of three malevolent eyes. It becomes more powerful in darkness.

Sea Kamen

Number: 474
Class: Aqua
Alignment: Aqua
Deck Cost: 140
ATK: 1100
DEF: 1300
Star Level: 4
Password: 71746462



Description: A cold and cruel monster that battles with immense claws. It savagely tears apart foes without hesitation.

Sea King Dragon

Number: 443
Class: Sea Dragon
Alignment: Aqua
Deck Cost: 86
ATK: 2000
DEF: 1700
Star Level: 6
Password: 23659124



Description: The king of the sea, this Dragon has a tortoise-like shell. It sprays foam from its mouth to attack.

Secretarian of Secrets

Number: 268
Class: Magician
Alignment: Shadow
Deck Cost: 47
ATK: 700
DEF: 500
Star Level: 2
Password: 15507080



Description: A hooded sorcerer who pledged loyal allegiance to darkness. It summons a Fiend's hand that drags its victims into darkness.

Seiaryu

Number: 358
Class: Dragon
Alignment: Light
Deck Cost: 20
ATK: 2500
DEF: 2300
Star Level: 7
Password: n/a



Description: A sacred, small-winged Dragon endowed with divine power. Breathing a sacred fire, it incinerates minions of evil.

Sengenjin

Number: 703
Class: Beast-Warrior/Ritual
Alignment: Divine
Deck Cost: 255
ATK: 2750
DEF: 2500
Star Level: 8
Password: n/a



Description: A primitive humanoid that possesses a Millennium item. It relies on strength and nothing else, no matter what.

Senju of the Thousand Hands

Number: 816
Class: Fairy
Alignment: Light
Deck Cost: 161
ATK: 1400
DEF: 1000
Star Level: 4
Password: 23401839



Description: An imposing Fairy that has numerous arms for attacking in droves. The flailing of its forest of arms causes major damage.

Serpent Marauder

Number: 285
Class: Reptile
Alignment: Aqua
Deck Cost: 47
ATK: 700
DEF: 600
Star Level: 2
Password: 82742611



Description: An enormous snake that has a single eye and massive fangs. It exhales a frigid breath that encases foes in ice.

Serpent Night Dragon

Number: 706
Class: Dragon/Ritual
Alignment: Divine
Deck Cost: 255
ATK: 2350
DEF: 2400
Star Level: 7
Password: n/a



Description: A serpentine Dragon that emerged from a heart of darkness. It is the embodiment of the darkness in a wicked knight.

Shadow Ghoul

Number: 368
Class: Zombie
Alignment: Fiend
Deck Cost: 14
ATK: 1600
DEF: 1300
Star Level: 5
Password: 30778711



Description: A creepy Zombie that drags itself around in darkness. It becomes a dangerous adversary in the dark.

Shadow Specter

Number: 9
Class: Zombie
Alignment: Fiend
Deck Cost: 29
ATK: 500
DEF: 200
Star Level: 1
Password: 40575313



Description: A ghostly spirit of a wild animal that roams the wastelands. This card could become troublesome if encountered in number.

Shadow Spell

Number: 669
Class: Spell
Alignment: —
Deck Cost: 150
ATK: —
DEF: —
Star Level: —
Password: 29267084



Description: A spell that weakens all the monsters on the foe's field. Every enemy monster's level is lowered by two.

Shining Abyss

Number: 803
Class: Fiend
Alignment: Light
Deck Cost: 260
ATK: 1600
DEF: 1800
Star Level: 4
Password: 87303357



Description: A peculiar winged being that embodies two opposing attributes. It has both the power of light and darkness.

Shining Angel

Number: 824
Class: Fairy
Alignment: Light
Deck Cost: 161
ATK: 1400
DEF: 800
Star Level: 4
Password: 95956346



Description: An ethereal Fairy that shoots a beam from the halo on its head. The beam stops foes in their tracks.

Shining Friendship

Number: 608
Class: Fairy
Alignment: Light
Deck Cost: 140
ATK: 1300
DEF: 1100
Star Level: 4
Password: 82085619



Description: An angelic Fairy that is dedicated to promoting friendship. She brings reconciliation to Duelists who have become angry.

Shovel Crusher

Number: 414
Class: Machine
Alignment: Earth
Deck Cost: 121
ATK: 900
DEF: 1200
Star Level: 3
Password: 71950093



Description: A lionlike Machine with both hands ending in wide shovels. Beware of the shovels as they can crush anything.

Silver Bow and Arrow

Number: 312
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 01557499



Description: An enchanted set of bow and arrows that is crafted out of silver. When it is equipped, it powers up a Fairy, etc.

Silver Fang

Number: 65
 Class: Beast
 Alignment: Forest
 Deck Cost: 121
 ATK: 1200
 DEF: 800
 Star Level: 3
 Password: 90357090



Description: A strikingly gorgeous wolf that glows in a whitish silver. Despite its beautiful look, it is extremely vicious.

Sinister Serpent

Number: 475
 Class: Reptile
 Alignment: Aqua
 Deck Cost: 16
 ATK: 300
 DEF: 250
 Star Level: 1
 Password: 08131171



Description: A venomous serpent that takes to the skies on its wings. It is inept at slithering on the ground however.

Skelengel

Number: 540
 Class: Fairy/Effect
 Alignment: Light
 Deck Cost: 72
 ATK: 900
 DEF: 400
 Star Level: 2
 Password: 60694662



Description: An invisible Fairy on which only the halo and wings can be seen. It has the ability to draw a card from the Deck.

Skelgon

Number: 545
 Class: Zombie
 Alignment: Fiend
 Deck Cost: 61
 ATK: 1700
 DEF: 1900
 Star Level: 6
 Password: 32355828



Description: A Zombie Dragon of which little remains but bones. Despite its skeletal state, it can fly.

Skull Guardian

Number: 704
 Class: Warrior/Ritual
 Alignment: Divine
 Deck Cost: 255
 ATK: 2050
 DEF: 2500
 Star Level: 7
 Password: n/a



Description: A humanoid being that has wicked swords in the place of arms. It upholds the rules, and forbids all cheating.

Skull Knight

Number: 707
 Class: Magician
 Alignment: Shadow
 Deck Cost: 37
 ATK: 2650
 DEF: 2250
 Star Level: 7
 Password: n/a



Description: A Warrior Magician who conducts many rituals in the dark world. He is adept at fighting with weapons and spells.

Skull Red Bird

Number: 466
 Class: Winged Beast
 Alignment: Wind
 Deck Cost: 195
 ATK: 1550
 DEF: 1200
 Star Level: 4
 Password: 10202894



Description: A deceptive bird that conceals knives among its feathers. It drops the knives on foes to attack.

Skull Servant

Number: 24
 Class: Zombie
 Alignment: Fiend
 Deck Cost: 16
 ATK: 300
 DEF: 200
 Star Level: 1
 Password: 32274490



Description: A skeletal specter that can appear virtually anywhere. Though its power is weak, it can be a threat in a swarm.

Skull Stalker

Number: 226
 Class: Warrior
 Alignment: Fiend
 Deck Cost: 72
 ATK: 900
 DEF: 800
 Star Level: 3
 Password: 54844990



Description: An agile scorpion Warrior with a long, stinger-tipped tail. It traps its foe with pincers and stabs with the stinger.

Skullbird

Number: 521
 Class: Winged Beast
 Alignment: Wind
 Deck Cost: 61
 ATK: 1900
 DEF: 1700
 Star Level: 6
 Password: 08327462



Description: A malevolent bird that exhales a foul and corrupt breath. Inhaling its breath is said to cost the victim his soul.

Skull-Mark Lady Bug

Number: 764
 Class: Insect/Effect
 Alignment: Fiend
 Deck Cost: 183
 ATK: 500
 DEF: 1500
 Star Level: 3
 Password: TBD



Description: A ladybug that has a skull-and-crossbones on its back. In return for its own demise, it can restore LP by 500.

Sky Dragon

Number: 424
 Class: Dragon
 Alignment: Wind
 Deck Cost: 61
 ATK: 1900
 DEF: 1800
 Star Level: 6
 Password: 95288024



Description: A birdlike Dragon that keeps itself airborne on four wings. It uses the blade-edged wings to attack.

Sleeping Lion

Number: 121
Class: Beast
Alignment: Forest
Deck Cost: 233
ATK: 700
DEF: 1700
Star Level: 4
Password: 40200834



Description: An utterly ferocious Beast that is usually fast asleep. It becomes uncontrollable upon waking.

Slifer the Sky Dragon

Number: 833
Class: Dragon/Effect
Alignment: Divine
Deck Cost: 0
ATK: 4000
DEF: 4000
Star Level: 12
Password: n/a



Description: A Dragon that can power up based on the cards in the hand. For every card in the player's hand, power is upped three levels.

Slot Machine

Number: 723
Class: Machine
Alignment: Fiend
Deck Cost: 6
ATK: 2000
DEF: 2300
Star Level: 7
Password: 03797883



Description: A robot with limbs coming out of its slot Machine body. Its abilities are said to change with the scores on the slots.

Snakeyashi

Number: 620
Class: Plant
Alignment: Forest
Deck Cost: 121
ATK: 1000
DEF: 1200
Star Level: 4
Password: 29802344



Description: What appears to be a single creature is actually many snakes. When foes draw near, the snakes break rank to swarm.

Sogen

Number: 333
Class: Spell
Alignment: —
Deck Cost: 40
ATK: —
DEF: —
Star Level: —
Password: 86318356



Description: A Spell Card that changes the field into a grassy meadow. It benefits Beast-Warriors and Warriors.

Soldier Ari

Number: 805
Class: Insect
Alignment: Forest
Deck Cost: 121
ATK: 500
DEF: 1200
Star Level: 3
Password: TBD



Description: An ant that turned vicious as a result of spontaneous mutation. Its body is relatively stiff and durable.

Solitude

Number: 219
Class: Beast-Warrior
Alignment: Fiend
Deck Cost: 95
ATK: 1050
DEF: 1000
Star Level: 3
Password: 84794011



Description: A centaur-like Beast-Warrior with the body of a deer. It is armed with a scythe that is said to drain away souls.

Sonic Bird

Number: 829
Class: Winged Beast
Alignment: Wind
Deck Cost: 161
ATK: 1400
DEF: 1000
Star Level: 4
Password: 57617178



Description: A goggled bird monster with jet units slung over its back. It is a supersonic monster that travels faster than sound.

Sonic Maid

Number: 299
Class: Warrior
Alignment: Light
Deck Cost: 121
ATK: 1200
DEF: 900
Star Level: 3
Password: 38942059



Description: A beautiful maiden who is adept at the manipulation of sounds. She attacks with a scythe in the form of a musical note.

Sorcerer of the Doomed

Number: 772
Class: Magician
Alignment: Shadow
Deck Cost: 172
ATK: 1450
DEF: 1200
Star Level: 4
Password: 49218300



Description: A ghoulish sorcerer that is skilled in the art of necromancy. It has struck a contract with darkness.

Soul Hunter

Number: 471
Class: Fiend
Alignment: Fiend
Deck Cost: 150
ATK: 2200
DEF: 1800
Star Level: 6
Password: 72869010



Description: A Fiendish clown that rides upon a monstrous lizard. The lizard eats the souls of all enemies felled by the clown.

Soul of the Pure

Number: 341
Class: Spell
Alignment: —
Deck Cost: 50
ATK: —
DEF: —
Star Level: —
Password: 47852924



Description: The blood of a Fairy that she collected by injuring herself. It restores the player's LP by 2,000.

Space Megatron

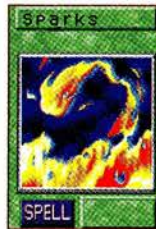
Number: 724
Class: Machine
Alignment: Fiend
Deck Cost: 86
ATK: 1400
DEF: 2000
Star Level: 5
Password: TBD



Description: A robot that is constructed primarily with sets of semicircles. It attacks with lasers mounted at its sides and the center.

Sparks

Number: 343
Class: Spell
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: 76103675



Description: An attacking Spell Card that showers the foe with embers. It inflicts 50 LP damage directly on the opponent.

Spear Cretin

Number: 823
Class: Fiend
Alignment: Fiend
Deck Cost: 29
ATK: 500
DEF: 500
Star Level: 2
Password: 58551308



Description: A impish Fiend that roams about in the darkness aimlessly. If it spots prey, it goes on the attack with its spear in hand.

Spellbinding Circle

Number: 349
Class: Spell
Alignment: —
Deck Cost: 75
ATK: —
DEF: —
Star Level: —
Password: 18807108



Description: A magical six-pointed star that lays a debilitating curse. It lowers the power of all opposing monsters on the field.

Spherous Lady

Number: 886
Class: Rock
Alignment: Earth
Deck Cost: 161
ATK: 400
DEF: 1400
Star Level: 3
Password: 52121290



Description: A vampiric woman who uses her beauty to lure careless victims. She bites the necks of prey and sucks it dry of all blood.

Spike Seadra

Number: 448
Class: Sea Dragon
Alignment: Thunder
Deck Cost: 14
ATK: 1600
DEF: 1300
Star Level: 5
Password: 85326399



Description: A maned sea Dragon that has spikes on its body for skewering. Once they are embedded in the foe, it discharges electricity.

Spikebot

Number: 777
Class: Machine
Alignment: Shadow
Deck Cost: 41
ATK: 1800
DEF: 1700
Star Level: 5
Password: 87511987



Description: A mechanical monster that wields a steel ball weighing a ton. However, its accuracy isn't very good.

Spiked Snail

Number: 141
Class: Insect
Alignment: Fiend
Deck Cost: 140
ATK: 700
DEF: 1300
Star Level: 3
Password: 98075147



Description: A malevolent snail that evolved using the power of darkness. It grew arms and legs that enable it to move quickly.

Spirit Message "A"

Number: 586
Class: Trap
Alignment: —
Deck Cost: 50
ATK: —
DEF: —
Star Level: —
Password: 94772232



Description: A spectral figure that joins others to bring doom to foes. Victory is automatic if the "FINAL" message is completed.

Spirit Message "I"

Number: 584
Class: Trap
Alignment: —
Deck Cost: 50
ATK: —
DEF: —
Star Level: —
Password: 31893528



Description: A spectral figure that joins others to bring doom to foes. Victory is automatic if the "FINAL" message is completed.

Spirit Message "L"

Number: 587
Class: Trap
Alignment: —
Deck Cost: 50
ATK: —
DEF: —
Star Level: —
Password: 30170981



Description: A spectral figure that joins others to bring doom to foes. Victory is automatic if the "FINAL" message is completed.

Spirit Message "N"

Number: 585
Class: Trap
Alignment: —
Deck Cost: 50
ATK: —
DEF: —
Star Level: —
Password: 67287533



Description: A spectral figure that joins others to bring doom to foes. Victory is automatic if the "FINAL" message is completed.

Spirit of the Books

Number: 117
Class: Winged Beast/Effect
Alignment: Wind
Deck Cost: 161
ATK: 1400
DEF: 1200
Star Level: 4
Password: 14037717



Description: A small, robed bird that serves as the spirit of books. It can summon a "Boo Koo" to an open spot on the own field.

Spirit of the Harp

Number: 170
Class: Fairy
Alignment: Light
Deck Cost: 319
ATK: 800
DEF: 2000
Star Level: 4
Password: 80770678



Description: An angelic spirit that strums a harp high in the heavens. The gentle melodies it plays becalm souls.

Spirit of the Mountain

Number: 525
Class: Magician/Effect
Alignment: Earth
Deck Cost: 41
ATK: 1300
DEF: 1800
Star Level: 5
Password: 34690519



Description: An elderly Magician that raises mountains with his flute. He has the power to turn the field into a mountain.

Spirit of the Winds

Number: 106
Class: Magician
Alignment: Wind
Deck Cost: 25
ATK: 1700
DEF: 1400
Star Level: 5
Password: 54615781



Description: A free-spirited wing elemental that flits about as it desires. It brings storms when it becomes upset.

Stain Storm

Number: 660
Class: Spell
Alignment: —
Deck Cost: 15
ATK: —
DEF: —
Star Level: —
Password: 21323861



Description: Acid rain caused by air pollution that is ruinous to Machines. It destroys all Machines on the foe's field.

Star Boy

Number: 524
Class: Aqua
Alignment: Aqua
Deck Cost: 33
ATK: 550
DEF: 500
Star Level: 2
Password: 08201910



Description: An extraterrestrial life form from the far reaches of space. It appears to enjoy life in water.

Steel Fan Fighter

Number: 792
Class: Warrior
Alignment: Wind
Deck Cost: 150
ATK: 2200
DEF: 1850
Star Level: 6
Password: TBD



Description: A Warrior who uses a steel fan that is etched with a Dragon. He battles as if he were dancing.

Steel Ogre Grotto #1

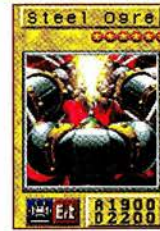
Number: 557
Class: Machine
Alignment: Fiend
Deck Cost: 41
ATK: 1400
DEF: 1800
Star Level: 5
Password: 29172562



Description: A gargantuan steel statue of a deity revered among Machines. The statue is said to be worshipped in the kingdom of Machines.

Steel Ogre Grotto #2

Number: 735
Class: Machine
Alignment: Earth
Deck Cost: 150
ATK: 1900
DEF: 2200
Star Level: 6
Password: 90908427



Description: A mechanical Golem of an extremely sturdy, rugged build. Its metallic arms are very thick.

Steel Scorpion

Number: 394
Class: Machine
Alignment: Forest
Deck Cost: 16
ATK: 250
DEF: 300
Star Level: 1
Password: 13599884



Description: A mechanical scorpion that hacks away with razor-like pincers. Beware of the damage its steel axes can inflict.

Steel Shell

Number: 309
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 02370081



Description: A tortoise-like shell that is made out of rugged steel. It powers up only a monster that has a shell to begin with.

Stone Armadiller

Number: 257
Class: Rock
Alignment: Earth
Deck Cost: 121
ATK: 800
DEF: 1200
Star Level: 3
Password: 63432835



Description: A monster covered all over by hair of rocklike hardness. It is well protected from injury.

Stone D.

Number: 426
 Class: Rock
 Alignment: Earth
 Deck Cost: 6
 ATK: 2000
 DEF: 2300
 Star Level: 7
 Password: 68171737



Description: A rugged Dragon whose entire body is composed of boulders. Because of its rocky build, its blows are heavy.

Stone Ghost

Number: 457
 Class: Rock
 Alignment: Earth
 Deck Cost: 121
 ATK: 1200
 DEF: 1000
 Star Level: 4
 Password: 72269672



Description: A Rock-bound monster whose head erupts if it becomes enraged. On eruption, it sends down a shower of boulders and rocks.

Stone Ogre Grotto

Number: 632
 Class: Rock
 Alignment: Earth
 Deck Cost: 14
 ATK: 1600
 DEF: 1500
 Star Level: 5
 Password: 15023985



Description: A gargantuan being that is composed of huge boulders and stones. The boulders are densely packed on its body.

Stone Statue of the Aztecs

Number: 748
 Class: Rock
 Alignment: Earth
 Deck Cost: 319
 ATK: 300
 DEF: 2000
 Star Level: 4
 Password: TBD



Description: A monumental statue made in ancient times by a long lost culture. Tens of thousands of sacrifices were made on it.

Stop Defense

Number: 320
 Class: Spell
 Alignment: —
 Deck Cost: 10
 ATK: —
 DEF: —
 Star Level: —
 Password: 63102017



Description: A Spell Card that makes all enemy monsters capable of only attacking on the next turn and thus not able to defend themselves.

Stuffed Animal

Number: 354
 Class: Warrior
 Alignment: Fiend
 Deck Cost: 121
 ATK: 1200
 DEF: 900
 Star Level: 3
 Password: 71068263



Description: A deceptive monster that is disguised as an adorable teddy bear. It bites the unwary with its zipped mouth.

Succubus Knight

Number: 621
 Class: Warrior
 Alignment: Shadow
 Deck Cost: 19
 ATK: 1650
 DEF: 1300
 Star Level: 5
 Password: 55291359



Description: A multi-armed Magician who is skilled at casting dark spells. With her dark powers, she slaughters all opponents.

Suijin

Number: 373
 Class: Aqua
 Alignment: Aqua
 Deck Cost: 20
 ATK: 2500
 DEF: 2400
 Star Level: 7
 Password: n/a



Description: A powerful deity that represents the element of water. It can join "Sanga" and "Kazejin" to become a "Gate Guardian."

Summoned Skull

Number: 22
 Class: Fiend
 Alignment: Fiend
 Deck Cost: 279
 ATK: 2500
 DEF: 1200
 Star Level: 6
 Password: 70781052



Description: A skeletal Fiend that fools people with the power of darkness. It is among the stronger of the Fiend types.

Super War-Lion

Number: 356
 Class: Beast/Ritual
 Alignment: Divine
 Deck Cost: 255
 ATK: 2300
 DEF: 2100
 Star Level: 7
 Password: n/a



Description: An extremely vicious lion Beast with sharp, hooked, claws. It cruelly tears foes apart with its wicked claws.

Supporter in the Shadows

Number: 118
 Class: Warrior
 Alignment: Forest
 Deck Cost: 87
 ATK: 1000
 DEF: 1000
 Star Level: 3
 Password: 41422426



Description: An adorable, tiny person who is eager to please, but quietly. It is happy to provide support from the shadows.

Swamp Battleguard

Number: 12
 Class: Warrior/Effect
 Alignment: Shadow
 Deck Cost: 41
 ATK: 1800
 DEF: 1500
 Star Level: 5
 Password: 40453765



Description: A loutish, troll-like Warrior with thick muscles and build. It powers up "Lava Battleguards" on the player's own field.

Sword Arm of Dragon

Number: 11

Class: Dinosaur

Alignment: Earth

Deck Cost: 95

ATK: 1750

DEF: 2030

Star Level: 6

Password: 13069066

Description: A Dinosaur that bristles with sword-like spikes all over. It attacks by recklessly ramming its foe.



Sword Hunter

Number: 773

Class: Warrior

Alignment: Earth

Deck Cost: 16

ATK: 2450

DEF: 1700

Star Level: 7

Password: 51345461

Description: A solitary Warrior on a quest for the world's famous swords. His search leads him all over the world.



Sword of Dark Destruction

Number: 302

Class: Spell

Alignment: —

Deck Cost: 100

ATK: —

DEF: —

Star Level: —

Password: 37120512

Description: A malevolent sword that ups the power of a dark-type being. It can only be used by those who have sold their souls to darkness.



Swords of Revealing Light

Number: 348

Class: Spell

Alignment: —

Deck Cost: 200

ATK: —

DEF: —

Star Level: —

Password: 72302403

Description: A spell that reveals all the foe's monsters over three turns. The opposing monsters are prevented from attacking over that time.



Swordsman from a Foreign Land

Number: 399

Class: Warrior

Alignment: Earth

Deck Cost: 14

ATK: 250

DEF: 250

Star Level: 1

Password: 85255550

Description: A swordsman who has come from a land far off in the orient. He bears a sinister sword that is said to tear apart darkness.



Swordsman of Landstar

Number: 753

Class: Warrior

Alignment: Light

Deck Cost: 121

ATK: 500

DEF: 1200

Star Level: 3

Password: 03573512

Description: A delicate Fairy swordsman that is yet unskilled in combat. It makes up for its weak sword skills with mystical abilities.



Swordstalker

Number: 378

Class: Warrior

Alignment: Fiend

Deck Cost: 86

ATK: 2000

DEF: 1600

Star Level: 6

Password: 50005633

Description: A malevolent Warrior that embodies the fury of fallen comrades. Its heart blazes with vengeance.



Synchar

Number: 188

Class: Beast

Alignment: Forest

Deck Cost: 72

ATK: 800

DEF: 900

Star Level: 3

Password: 75646173

Description: A grotesque Beast that has two heads, on top and down below. It shoots laser beams from its two mouths.



Tainted Wisdom

Number: 162

Class: Fiend

Alignment: Fiend

Deck Cost: 130

ATK: 1250

DEF: 800

Star Level: 3

Password: 28725004

Description: A malignant brain that attacks foes with stabbing tentacles. It absorbs the brain cells of foes and makes them its own.



Takriminos

Number: 353

Class: Sea Dragon

Alignment: Aqua

Deck Cost: 183

ATK: 1500

DEF: 1200

Star Level: 4

Password: 44073668

Description: A relative of Sea Serpents that has fins on its body. It can move about freely in water.



Takuhee

Number: 581

Class: Winged-Beast

Alignment: Wind

Deck Cost: 172

ATK: 1450

DEF: 1000

Star Level: 4

Password: 03170832

Description: A glittering gold bird that is considered to be a bad omen. Its appearance always presages a tragedy.



Talons of Shurilane

Number: 800

Class: Fiend

Alignment: Dreams

Deck Cost: 116

ATK: 2100

DEF: 2050

Star Level: 6

Password: TBD

Description: An illusory Fiend that hides itself in mysterious mirages. Those that see it are ripped apart by its sharp claws.



Tao the Chanter

Number: 284
Class: Magician
Alignment: Dreams
Deck Cost: 121
ATK: 1200
DEF: 900
Star Level: 3
Password: 46247516



Description: A devious spellcaster that merges yin and yang together. It does so to create a distorted foe.

Tatsunootoshigo

Number: 404
Class: Beast
Alignment: Aqua
Deck Cost: 14
ATK: 1350
DEF: 1600
Star Level: 5
Password: 47922711



Description: A bizarre monster with the torso of a horse and a fish's tail. It gallops through the sea as if it were the wind.

Temple of Skulls

Number: 146
Class: Zombie
Alignment: Shadow
Deck Cost: 140
ATK: 900
DEF: 1300
Star Level: 4
Password: 00732302



Description: An eerie temple made entirely of a skull and some bones. It draws in anyone unwary enough to get too close.

Tenderness

Number: 601
Class: Fairy
Alignment: Light
Deck Cost: 161
ATK: 700
DEF: 1400
Star Level: 3
Password: 57935140



Description: An adorable Fairy that blesses lovers for eternal bliss. It is distinguished by a small heart on its head.

Tentacle Plant

Number: 589
Class: Plant
Alignment: Forest
Deck Cost: 37
ATK: 500
DEF: 600
Star Level: 2
Password: 60715406



Description: A carnivorous Plant that has an outgrowth of tentacles. It attacks anyone nearby by extending its tentacles.

Terra the Terrible

Number: 194
Class: Fiend
Alignment: Fiend
Deck Cost: 140
ATK: 1200
DEF: 1300
Star Level: 4
Password: 63308047



Description: A swamp-dwelling Fiend that calls another Fiend its master. While it is not as strong as it looks, don't treat it lightly.

That Which Feeds on Life

Number: 112
Class: Fiend
Alignment: Shadow
Deck Cost: 121
ATK: 1200
DEF: 1000
Star Level: 4
Password: 52367652



Description: A voracious Fiend that eats the souls of all living things. The souls it consumes become its energy.

The 13th Grave

Number: 132
Class: Zombie
Alignment: Fiend
Deck Cost: 121
ATK: 1200
DEF: 900
Star Level: 3
Password: 00032864



Description: A shambling skeleton of a Zombie risen from death's sleep. It came from a supposedly unfilled plot, the 13th in a cemetery.

The Bewitching Phantom Thief

Number: 145
Class: Magician
Alignment: Dreams
Deck Cost: 47
ATK: 700
DEF: 700
Star Level: 2
Password: 24348204



Description: A suave and debonair thief who swaddles himself in a black cape. He enchants enemies by exquisitely twirling his cane.

The Bistro Butcher

Number: 523
Class: Fiend
Alignment: Fiend
Deck Cost: 260
ATK: 1800
DEF: 1000
Star Level: 4
Password: 71107816



Description: A fiendish gourmet chef that has a hook on one arm. It cooks and savors every foe it fells, no matter what.

The Drdek

Number: 240
Class: Fiend
Alignment: Fiend
Deck Cost: 59
ATK: 700
DEF: 800
Star Level: 3
Password: 08944575



Description: A boggling monster of an eyeball from which grows food. To attack, it leaps high and strikes with its sharp talons.

The Earl of Demise

Number: 855
Class: Fiend
Alignment: Shadow
Deck Cost: 86
ATK: 2000
DEF: 700
Star Level: 5
Password: 66989694



Description: A Fiend of aristocratic status and fearsome bearing. He is feared by not only humans, but also by weaker Fiends.

The Fiend Megacyber

Number: 755
Class: Warrior
Alignment: Fiend
Deck Cost: 150
ATK: 2200
DEF: 1200
Star Level: 6
Password: 66362965



Description: A creature that resulted from a fusion of electronics and magic. The fusion process made it powerful.

The Furious Sea King

Number: 265
Class: Aqua
Alignment: Aqua
Deck Cost: 59
ATK: 800
DEF: 700
Star Level: 3
Password: 18710707



Description: A magnificent ruler of the seas and master of waves. It creates endless tidal waves that swallow all before it.

The Gross Ghost of Fled Dreams

Number: 780
Class: Fiend
Alignment: Shadow
Deck Cost: 260
ATK: 1300
DEF: 1800
Star Level: 4
Password: 68049471



Description: A dark Fiend that haunts the dreams of those it comes to possess. Once it is in control, the victim cannot awaken voluntarily.

The Immortal of Thunder

Number: 462
Class: Thunder
Alignment: Thunder
Deck Cost: 183
ATK: 1500
DEF: 1300
Star Level: 4
Password: 84926738



Description: A kindly looking being that actually is very quick to anger. It has no qualms about hitting anyone with a bolt of lightning.

The Inexperienced Spy

Number: 790
Class: Spell
Alignment: —
Deck Cost: 2
ATK: —
DEF: —
Star Level: —
Password: 81820689



Description: A spell that enables the player to look at the foe's hand. All the cards in the opponent's hand become visible.

The Judgement Hand

Number: 165
Class: Warrior
Alignment: Light
Deck Cost: 161
ATK: 1400
DEF: 700
Star Level: 3
Password: 28003512



Description: A seemingly disembodied hand that is endowed with god's power. It renders final judgements and metes harsh punishment.

The Last Warrior from Another Planet

Number: 794
Class: Warrior
Alignment: Fiend
Deck Cost: 9
ATK: 2350
DEF: 2300
Star Level: 7
Password: 86099788



Description: An armored Warrior who won't quit his fight to guard his planet. However, he is the last being alive in his world.

The Legendary Fisherman

Number: 840
Class: Warrior
Alignment: Aqua
Deck Cost: 50
ATK: 1850
DEF: 1600
Star Level: 5
Password: 03643300



Description: A whale-riding man of the sea with a compassionate spirit. He cannot be bested by anyone when battling at sea.

The Little Swordsman of Aile

Number: 262
Class: Warrior
Alignment: Aqua
Deck Cost: 140
ATK: 800
DEF: 1300
Star Level: 3
Password: 25109950



Description: A minute but loyal Warrior who serves the famed traveler Aile. He rides his lizard steed into battle.

The Masked Beast

Number: 854
Class: Fiend
Alignment: Fiend
Deck Cost: 142
ATK: 3200
DEF: 1800
Star Level: 8
Password: 49064413



Description: A masked Fiend with the torso of a human and a staff. It has learned the world's most horrifying spell.

The Melting Red Shadow

Number: 152
Class: Aqua
Alignment: Fiend
Deck Cost: 47
ATK: 500
DEF: 700
Star Level: 2
Password: 98898173



Description: A peculiar being that can make its body dissolve into a fluid. It then sneaks under the foe and strikes from beneath.

The Portrait's Secret

Number: 779
Class: Fiend
Alignment: Earth
Deck Cost: 183
ATK: 1200
DEF: 1500
Star Level: 4
Password: 32541773



Description: A portrait painting that has a sinister reputation of bad luck. It is said to bring misfortune to all those who own it.

The Shadow Who Controls the Dark

Number: 148
 Class: Fiend
 Alignment: Shadow
 Deck Cost: 59
 ATK: 800
 DEF: 700
 Star Level: 3
 Password: 63125616



Description: A malignant shadow that stealthily merges with darkness. It uses a paralyzing spell to stop foes from moving.

The Snake Hair

Number: 36
 Class: Zombie
 Alignment: Fiend
 Deck Cost: 183
 ATK: 1500
 DEF: 1200
 Star Level: 4
 Password: 29491031



Description: A dangerous female monster with the head of a venomous snake. Anyone that sees her eyes is instantly turned into stone.

The Statue of Easter Island

Number: 515
 Class: Rock
 Alignment: Earth
 Deck Cost: 161
 ATK: 1100
 DEF: 1400
 Star Level: 4
 Password: 10262698



Description: An ancient Moai statue similar to the ones on Easter Island. It looses rings of slow-moving laser energy from its mouth.

The Stern Mystic

Number: 801
 Class: Magician
 Alignment: Light
 Deck Cost: 183
 ATK: 1500
 DEF: 1200
 Star Level: 4
 Password: 87557188



Description: A wise old Magician whose stern demeanor reflects his high morals. Before him, no lie can go unnoticed.

The Thing That Hides in the Mud

Number: 623
 Class: Rock
 Alignment: Earth
 Deck Cost: 140
 ATK: 1200
 DEF: 1300
 Star Level: 4
 Password: 18180762



Description: A goopy mess of a creature that lurks in dirt and mud unnoticed. If the ground appears to melt, this monster will emerge.

The Unhappy Maiden

Number: 768
 Class: Magician
 Alignment: Light
 Deck Cost: 10
 ATK: 0
 DEF: 100
 Star Level: 1
 Password: 51275027



Description: A pitiable young girl who is dressed in tattered old rags. She ekes out her living by peddling wares in a town on a daily basis.

The Wandering Doomed

Number: 556
 Class: Zombie
 Alignment: Fiend
 Deck Cost: 59
 ATK: 800
 DEF: 600
 Star Level: 2
 Password: 93788854



Description: A staggering skeleton that failed to pass on to the hereafter. It wanders without aim or purpose.

The Wicked Worm Beast

Number: 23
 Class: Beast
 Alignment: Earth
 Deck Cost: 161
 ATK: 1400
 DEF: 700
 Star Level: 3
 Password: 06285791



Description: An earthworm that became a monster from the power of darkness. It burrows underground and attacks suddenly without warning.

The Winged Dragon of Ra

Number: 834
 Class: Dragon/Effect
 Alignment: Divine
 Deck Cost: 0
 ATK: 4000
 DEF: 4000
 Star Level: 12
 Password: n/a



Description: A Dragon that has the power to cut its LP to 1 and hit the opponent with the LP amount that it has lost.

Thousand Dragon

Number: 69
 Class: Dragon
 Alignment: Pyro
 Deck Cost: 12
 ATK: 2400
 DEF: 2000
 Star Level: 7
 Password: n/a



Description: A Dragon that has lived for thousands and thousands of years. It breathes laboriously through its nostrils.

Thousand-Eyes Idol

Number: 733
 Class: Magician
 Alignment: Dreams
 Deck Cost: 10
 ATK: 0
 DEF: 0
 Star Level: 1
 Password: 27125110



Description: A strange, enchanted idol that has eyes all over its body. It glares at foes to stop them in their tracks.

Thousand-Eyes Restricted

Number: 734
 Class: Magician/Effect/Ritual
 Alignment: Divine
 Deck Cost: 255
 ATK: 0
 DEF: 0
 Star Level: 1
 Password: 63519819



Description: A monster with countless eyes. It can steal the abilities of a monster on the foe's field to power up two levels.

Three-Headed Geedo

Number: 746
Class: Fiend
Alignment: Fiend
Deck Cost: 161
ATK: 1200
DEF: 1400
Star Level: 4
Password: 78423643



Description: A dark Fiend that supports three heads on its skinny frame. Its heads are said to grow back if they are to be cut off.

Three-Legged Zombie

Number: 359
Class: Zombie
Alignment: Fiend
Deck Cost: 103
ATK: 1100
DEF: 800
Star Level: 3
Password: 33734439



Description: A skeletal pair of comrades, one thin and one fat. They appear to have some trouble walking in unison.

Thunder Dragon

Number: 425
Class: Thunder
Alignment: Thunder
Deck Cost: 14
ATK: 1600
DEF: 1500
Star Level: 5
Password: 31786629



Description: An airborne Dragon that can summon angry thunderclouds. It strikes foes with huge bolts of lightning.

Thunder Nyan Nyan

Number: 863
Class: Thunder
Alignment: Light
Deck Cost: 289
ATK: 1900
DEF: 800
Star Level: 4
Password: 70797118



Description: A clumsy elemental infant who lives on the tops of clouds. She often falls, causing lightning to crash down each time.

Tiger Axe

Number: 64
Class: Beast-Warrior
Alignment: Forest
Deck Cost: 140
ATK: 1300
DEF: 1100
Star Level: 4
Password: 49791927



Description: A tigerlike Beast-Warrior that is armed with a hefty axe. It doles out powerful blows with lightning quickness.

Time Wizard

Number: 16
Class: Magician/Effect
Alignment: Dreams
Deck Cost: 29
ATK: 500
DEF: 400
Star Level: 2
Password: 71625222



Description: An enchanted clock that has the power to transform "Baby Dragons" and "Dark Magicians" on the player's own field.

Tiny Guardian

Number: 765
Class: Warrior
Alignment: Light
Deck Cost: 41
ATK: 1400
DEF: 1800
Star Level: 5
Password: 90790253



Description: A diminutive Warrior who peers out from beneath its cap. Its sharp vision catches every movement made by its foes.

Toad Master

Number: 140
Class: Aqua/Effect
Alignment: Aqua
Deck Cost: 87
ATK: 1000
DEF: 1000
Star Level: 3
Password: 62671448



Description: A green-skinned figure that has the power to control frogs. It can summon a "Frog the Jam" to an open spot on the own field.

Togex

Number: 528
Class: Beast
Alignment: Earth
Deck Cost: 41
ATK: 1600
DEF: 1800
Star Level: 5
Password: 33878931



Description: A spike-equipped Beast that is surprisingly fast and agile. It rolls up into a ball and rams its enemies.

Tomozaurus

Number: 105
Class: Dinosaur
Alignment: Earth
Deck Cost: 29
ATK: 500
DEF: 400
Star Level: 2
Password: 46457856



Description: A small Dinosaur that is utterly fearless and ferocious. It is known to squabble and fight with others.

Tongyo

Number: 543
Class: Fish
Alignment: Aqua
Deck Cost: 150
ATK: 1350
DEF: 800
Star Level: 4
Password: 69572024



Description: A vampiric Fish that uses its tongue to capture other Fish. It then uses the elongated tongue to drain the prey of energy.

Toon Alligator

Number: 381
Class: Reptile
Alignment: Aqua
Deck Cost: 207
ATK: 800
DEF: 1600
Star Level: 4
Password: 59383041



Description: A cartoony alligator that has big eyes, large teeth, and an axe. It emerges from the world of American comic books.

Toon Dark Magician Girl

Number: 872
Class: Magician/Effect
Alignment: Shadow
Deck Cost: 86
ATK: 2000
DEF: 1700
Star Level: 6
Password: 90960358



Description: A cartoony female counterpart to the male "Dark Magician." She powers up if there is a "Dark Magician" in the graveyard.

Toon Mermaid

Number: 728
Class: Aqua
Alignment: Shadow
Deck Cost: 183
ATK: 1400
DEF: 1500
Star Level: 4
Password: 65458948



Description: A cartoony mermaid with a bow inside a giant clam shell. It is a "Red Archery Girl" that has been transformed by "Toon World."

Toon Summoned Skull

Number: 729
Class: Fiend
Alignment: Fiend
Deck Cost: 279
ATK: 2500
DEF: 1200
Star Level: 6
Password: 91842653



Description: A cartoony skeleton Fiend that has been summoned from its castle. It is a "Summoned Skull" in the "Toon World."

Torike

Number: 47
Class: Beast
Alignment: Earth
Deck Cost: 121
ATK: 1200
DEF: 600
Star Level: 3
Password: 80813021



Description: A smaller creature that is much more fragile than it appears. However, its long horns make its ramming charges powerful.

Torrential Tribute

Number: 897
Class: Trap
Alignment: —
Deck Cost: 60
ATK: —
DEF: —
Star Level: —
Password: 53582587



Description: A Trap Card that has dire consequences to anyone that trips it. If attacked, it destroys all monsters on the foe's field.

Total Defense Shogun

Number: 797
Class: Warrior
Alignment: Shadow
Deck Cost: 279
ATK: 1550
DEF: 2500
Star Level: 6
Password: 75372290



Description: A brave general who fought to protect his loved ones. He endured an assault that raged for a thousand days.

Trakadon

Number: 570
Class: Dinosaur
Alignment: Earth
Deck Cost: 140
ATK: 1300
DEF: 800
Star Level: 3
Password: 42348802



Description: A ferocious Dinosaur that wears stripes like those of a tiger. It sprints through wastelands at an impressive pace.

Trap Master

Number: 224
Class: Warrior/Effect
Alignment: Shadow
Deck Cost: 103
ATK: 500
DEF: 1100
Star Level: 3
Password: 46461247



Description: A masked Warrior who is an expert at setting deadly traps. He can set an "Acid Trap Hole" on an open spot on the own field.

Tremendous Fire

Number: 347
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 46918794



Description: A Spell Card that ignites an inferno of ferocious intensity. It inflicts 1000 LP damage directly to the opponent.

Trent

Number: 637
Class: Plant/Effect
Alignment: Forest
Deck Cost: 41
ATK: 1500
DEF: 1800
Star Level: 5
Password: 78780140



Description: A massive, ancient tree that guards a forest of fairies. It can turn the field into a forest.

Trial of Nightmare

Number: 119
Class: Fiend
Alignment: Fiend
Deck Cost: 140
ATK: 1300
DEF: 900
Star Level: 4
Password: 77827521



Description: An emissary of hell that traps its foe inside a large coffin. It then renders judgment that skewers the coffin.

Tri-Horned Dragon

Number: 705
Class: Dragon/Ritual
Alignment: Divine
Deck Cost: 255
ATK: 2850
DEF: 2350
Star Level: 8
Password: n/a



Description: A divine Dragon of enormous power belied by its appearance. It is distinguished by the three horns on its head.

Tripwire Beast

Number: 459
Class: Thunder
Alignment: Thunder
Deck Cost: 140
ATK: 1200
DEF: 1300
Star Level: 4
Password: 45042329



Description: A peculiar four-legged creature with its head on the ground. It generates powerful waves of electromagnetism to attack.

Turtle Bird

Number: 520
Class: Aqua
Alignment: Wind
Deck Cost: 61
ATK: 1900
DEF: 1700
Star Level: 6
Password: 72929454



Description: A precious turtle whose wings enable it to take flight. It lives in water for the most part, however.

Turtle Oath

Number: 692
Class: Ritual
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: n/a



Description: A ritual for summoning a "Crab Turtle" in return for a Tribute. This ritual requires a "30,000-Year White Turtle," etc.

Turtle Raccoon

Number: 503
Class: Aqua
Alignment: Forest
Deck Cost: 72
ATK: 700
DEF: 900
Star Level: 3
Password: 17441953



Description: A rotund little raccoon that shoulders a large turtle shell. It tricks foes using transformation and illusion techniques.

Turtle Tiger

Number: 193
Class: Aqua
Alignment: Aqua
Deck Cost: 183
ATK: 1000
DEF: 1500
Star Level: 4
Password: 37313348



Description: A ferocious tiger enclosed in a sturdy, tortoise-like shell. Protected by the durable shell, it attacks with sharp fangs.

Turu-Purun

Number: 444
Class: Aqua
Alignment: Aqua
Deck Cost: 29
ATK: 450
DEF: 500
Star Level: 2
Password: 59053232



Description: A peculiar, one-eyed creature with a gelatinous build. It skewers foes with a single jab of its harpoon.

Twin Long Rods #1

Number: 206
Class: Aqua
Alignment: Fiend
Deck Cost: 72
ATK: 900
DEF: 700
Star Level: 3
Password: 29692206



Description: A small creature with a pair of slender, whip-like arms. Using its arms, it can lash foes from a distance.

Twin Long Rods #2

Number: 606
Class: Aqua
Alignment: Aqua
Deck Cost: 65
ATK: 850
DEF: 700
Star Level: 3
Password: 78984772



Description: An aquatic creature that has a pair of long, whiplike tails. It flails at opponents with its tails to attack.

Twin-Headed Fire Dragon

Number: 844
Class: Pyro
Alignment: Pyro
Deck Cost: 150
ATK: 2200
DEF: 1700
Star Level: 6
Password: 78984772



Description: A fiery winged Dragon with two heads and a tail with talons. It is said to have been formed at the creation of the universe.

Twin-Headed Thunder Dragon

Number: 613
Class: Thunder
Alignment: Thunder
Deck Cost: 58
ATK: 2800
DEF: 2100
Star Level: 7
Password: 54752875



Description: A "Thunder Dragon" that has grown an additional head. It looses devastating thunderbolts to attack.

Two-Headed King Rex

Number: 32
Class: Dinosaur
Alignment: Earth
Deck Cost: 207
ATK: 1600
DEF: 1200
Star Level: 4
Password: 94119974



Description: A two-headed Dinosaur that can attack in two directions at once. It is among the stronger of the Dinosaur cards.

Two-Mouth Darkruler

Number: 218
Class: Dinosaur
Alignment: Fiend
Deck Cost: 72
ATK: 900
DEF: 700
Star Level: 3
Password: 57305373



Description: A horrible Dinosaur that has two gaping mouths and a horn. Electricity is charged in the horn and released from the mouth.

Tyhone

Number: 13
Class: Winged-Beast
Alignment: Wind
Deck Cost: 161
ATK: 1200
DEF: 1400
Star Level: 4
Password: 72842870



Description: Fires cannon shells over long distances from its mouth to attack. The power of its cannon is enhanced in mountainous terrain.

Tyhone #2

Number: 555
Class: Dragon
Alignment: Pyro
Deck Cost: 61
ATK: 1700
DEF: 1900
Star Level: 6
Password: 56789759



Description: A fiery red Dragon that looses fireballs from its mouth. It turns its surroundings into a blazing sea of flames.

UFO Turtle

Number: 817
Class: Machine
Alignment: Pyro
Deck Cost: 161
ATK: 1400
DEF: 1200
Star Level: 4
Password: 60806437



Description: A gigantic turtle that has made its shell from a UFO. Amazingly enough, it is said to be able to fly.

Ultimate Dragon

Number: 675
Class: Ritual
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: n/a



Description: A ritual summoning a "Blue-Eyes Ultimate Dragon" with Tributes. For this ritual, three "Blue-Eyes White Dragons" are needed.

Umi

Number: 334
Class: Spell
Alignment: —
Deck Cost: 40
ATK: —
DEF: —
Star Level: —
Password: 22702055



Description: Transforms the field into a sea. It benefits Aqua, Thunder and Sea Dragon Types and disadvantages Machines and Pyro monsters.

Unknown Warrior of Fiend

Number: 267
Class: Warrior
Alignment: Shadow
Deck Cost: 87
ATK: 1000
DEF: 500
Star Level: 3
Password: 97360116



Description: A nameless Warrior whose arm is in the form of a sword. It creates a vacuum at high speed to tear at the foe.

Uraby

Number: 80
Class: Dinosaur
Alignment: Earth
Deck Cost: 183
ATK: 1500
DEF: 800
Star Level: 4
Password: 01784619



Description: A Dinosaur that is adept at running at a very rapid pace. It attacks with hooked, razor-sharp claws.

Ushi Oni

Number: 401
Class: Fiend
Alignment: Forest
Deck Cost: 132
ATK: 2150
DEF: 1950
Star Level: 6
Password: 48649353



Description: A brutal ox Fiend that was resurrected using dark sorcery. It emerges from a vase when it is summoned.

Valkyrion the Magna Warrior

Number: 883
Class: Rock
Alignment: Earth
Deck Cost: 357
ATK: 3500
DEF: 3850
Star Level: 8
Password: 75347539



Description: A magnetized Warrior that can separate into "Alpha," "Beta," and "Gamma" if there are two or more open spaces on the own field.

Vermillion Sparrow

Number: 473
Class: Pyro
Alignment: Pyro
Deck Cost: 61
ATK: 1900
DEF: 1500
Star Level: 5
Password: 35752363



Description: A fearsome Warrior who is engulfed in roaring flames. The flames give off intense heat.

Versago the Destroyer

Number: 269
Class: Fiend
Alignment: Shadow
Deck Cost: 103
ATK: 1100
DEF: 900
Star Level: 3
Password: 50259460



Description: A dark god of destruction that was born in the realm of darkness. It attacks by summoning a destructive storm.

Vile Germs

Number: 310
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 39774685



Description: A swarm of giant germs with eyes that was created by Fiends. It can be used to power up a forest plant.

Violent Rain

Number: 599
Class: Aqua
Alignment: Aqua
Deck Cost: 195
ATK: 1550
DEF: 800
Star Level: 4
Password: 94042337



Description: An aqueous monster that takes the form of a thundercloud. It can bring on torrential downpours instantly.

Violet Crystal

Number: 322
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: 15052462



Description: A beautiful, violet-colored crystal that holds a mystic power. It can power up a chosen monster such as a Zombie.

Viser Des

Number: 868
Class: Fiend
Alignment: Shadow
Deck Cost: 1221
ATK: 500
DEF: 1200
Star Level: 4
Password: TBD



Description: A torture monster that uses a vise as its weapon of choice. It flies at its target's head, then tightens the vise.

Vishwar Randi

Number: 239
Class: Warrior
Alignment: Shadow
Deck Cost: 72
ATK: 900
DEF: 700
Star Level: 3
Password: 78556320



Description: A female Warrior who pledged her allegiance to darkness. She lives to slaughter all those opposed to her ideals.

Vorse Raider

Number: 842
Class: Beast-Warrior
Alignment: Fiend
Deck Cost: 289
ATK: 1900
DEF: 1200
Star Level: 4
Password: 14898066



Description: A ferocious Beast-Warrior that dedicates itself to evil deeds. It finds joy in carrying out its misdeeds.

Wall of Illusion

Number: 769
Class: Fiend
Alignment: Dreams
Deck Cost: 274
ATK: 1000
DEF: 1850
Star Level: 4
Password: 13945283



Description: An enchanted wall that shows illusory visions to its foes. It befuddles foes into making their attacks go astray.

Wall Shadow

Number: 369
Class: Warrior
Alignment: Fiend
Deck Cost: 95
ATK: 1600
DEF: 3000
Star Level: 7
Password: n/a



Description: A green-skinned Zombie that scuttles quickly along walls. It attacks at incredible speeds.

War-Lion Ritual

Number: 673
Class: Ritual
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: n/a



Description: A ritual summoning a "Super War-Lion" in return for Tributes. For this ritual, two monsters and a "Leogun" are needed.

Warrior Elimination

Number: 653
Class: Spell
Alignment: —
Deck Cost: 15
ATK: —
DEF: —
Star Level: —
Password: 90873992



Description: A spell that exacts a terrible toll on Warrior-type beings. On use, it destroys all Warriors on the field.

Warrior of Tradition

Number: 618
Class: Warrior
Alignment: Shadow
Deck Cost: 61
ATK: 1900
DEF: 1700
Star Level: 6
Password: 56413937



Description: A female Warrior who is drenched in the blood of her victims. She wanders battlefields, having lost the chance to die.

Wasteland

Number: 331
Class: Spell
Alignment: —
Deck Cost: 40
ATK: —
DEF: —
Star Level: —
Password: 23424603



Description: A Spell Card that changes the field into a desolate wasteland. It benefits Zombies, Dinosaurs, and Rock-type monsters.

Water Element

Number: 243
Class: Aqua
Alignment: Aqua
Deck Cost: 72
ATK: 900
DEF: 700
Star Level: 3
Password: 03732747



Description: A delicate and feminine elemental that makes its home in water. She obscures visibility by enveloping her surroundings with a fog.

Water Girl

Number: 435
Class: Aqua
Alignment: Aqua
Deck Cost: 130
ATK: 1250
DEF: 1000
Star Level: 4
Password: 55014050



Description: A beautiful girl with fins on her arms in a revealing outfit. She attacks by hurling ice as if they were spears.

Water Magician

Number: 430
Class: Aqua
Alignment: Aqua
Deck Cost: 161
ATK: 1400
DEF: 1000
Star Level: 4
Password: 93343894



Description: A young Magician who can make water behave as he desires. He surrounds foes with a wall of water and engulfs them.

Water Omotics

Number: 249
Class: Aqua
Alignment: Aqua
Deck Cost: 161
ATK: 1400
DEF: 1200
Star Level: 4
Password: 02483611



Description: A maiden who controls water flowing endlessly from her vase. She changes the water into a Dragon to attack.

Waterdragon Fairy

Number: 432
Class: Aqua
Alignment: Aqua
Deck Cost: 103
ATK: 1100
DEF: 700
Star Level: 3
Password: 66836598



Description: An aqueous Fairy that aimlessly wanders about in water. It appears to be capable of summoning a Sea Dragon.

Weather Control

Number: 130
Class: Fairy
Alignment: Light
Deck Cost: 37
ATK: 600
DEF: 400
Star Level: 2
Password: 37243151



Description: A whimsical being with the ability to control the weather. It can be blamed for the fickle climate changes on mountains.

Wetha

Number: 270
Class: Aqua
Alignment: Aqua
Deck Cost: 87
ATK: 1000
DEF: 900
Star Level: 3
Password: 96643568



Description: A diminutive elemental that has the power to manipulate rain. It summons wild typhoons that blow most things away.

Whiptail Crow

Number: 650
Class: Fiend
Alignment: Fiend
Deck Cost: 220
ATK: 1650
DEF: 1600
Star Level: 4
Password: 91996584



Description: A gargoyle-like creature that has a long, whiplike tail. It strikes from above with its tail.

White Dolphin

Number: 436
Class: Fish
Alignment: Aqua
Deck Cost: 29
ATK: 500
DEF: 400
Star Level: 2
Password: 92409659



Description: A pure-white dolphin that has a single horn on its head. It attacks by generating huge waves.

White Magical Hat

Number: 114
Class: Magician
Alignment: Light
Deck Cost: 87
ATK: 1000
DEF: 700
Star Level: 3
Password: 15150365



Description: A mystical thief with a dazzling white cape and top hat. Despite his eye-catching attire, he has never been caught.

Wicked Dragon with the Ersatz Head

Number: 298
Class: Dragon
Alignment: Fiend
Deck Cost: 72
ATK: 900
DEF: 900
Star Level: 3
Password: 02957055



Description: A massive winged Dragon with a face growing on its stomach. It chews up foes using both of its mouths.

Wicked Mirror

Number: 261
Class: Fiend
Alignment: Dreams
Deck Cost: 47
ATK: 700
DEF: 600
Star Level: 2
Password: 15150371



Description: A fiendish mirror that hypnotizes all that peers into its depths. By putting its foes to sleep, it can avoid having to fight.

Widespread Ruin

Number: 686
Class: Trap
Alignment: —
Deck Cost: 20
ATK: —
DEF: —
Star Level: —
Password: 77754944



Description: A Trap Card that is deadly to any monster that attacks it. It explodes as soon as it is attacked, destroying the monster.

Wilmee

Number: 496
Class: Beast
Alignment: Forest
Deck Cost: 121
ATK: 1000
DEF: 1200
Star Level: 4
Password: 92391084



Description: A seemingly adorable bunny known for its cruel, vicious nature. It tears its foes apart with its sharp and hooked claws.

Wing Eagle

Number: 464
Class: Winged-Beast
Alignment: Wind
Deck Cost: 41
ATK: 1800
DEF: 1500
Star Level: 5
Password: 47319141



Description: A predatory bird that searches for prey from high altitudes. It never fails to catch prey that it has targeted.

Wing Egg Elf

Number: 264
Class: Fairy
Alignment: Light
Deck Cost: 140
ATK: 500
DEF: 1300
Star Level: 3
Password: 98582704



Description: A tiny elf with wings that keeps out of sight in an egg shell. It uses its relatively big wings to parry attacks.

Winged Cleaver

Number: 209
Class: Insect
Alignment: Forest
Deck Cost: 47
ATK: 700
DEF: 700
Star Level: 2
Password: 39175982



Description: A menacing Insect with a foreleg that evolved into a scythe. It swings the scythe arm wildly like a windmill to attack.

Winged Dragon, Guardian of the Fortress #1

Number: 7
Class: Dragon
Alignment: Wind
Deck Cost: 161
ATK: 1400
DEF: 1200
Star Level: 4
Password: 57405307



Description: A winged Dragon that stands guard at a mountain fortress. It attacks by plummeting down from the sky in a steep dive.

Winged Dragon, Guardian of the Fortress #2

Number: 552
Class: Winged-Beast
Alignment: Wind
Deck Cost: 121
ATK: 1200
DEF: 1000
Star Level: 4
Password: 87796900



Description: A dragon-like bird that uses its wings for attacking foes. By flapping its wings, it generates wild tornadoes.

Winged Egg of New Life

Number: 633
Class: Fairy
Alignment: Light
Deck Cost: 25
ATK: 1499
DEF: 1700
Star Level: 5
Password: 42418084



Description: A delicately winged Fairy that emerges from a curious egg. It is said to tell women that they have conceived a child.

Winged Trumpeter

Number: 659
Class: Spell
Alignment: —
Deck Cost: 100
ATK: —
DEF: —
Star Level: —
Password: TBD



Description: A Fairy on a trumpet, whose sweet notes ring clearly far away. It uplifts and powers up a Fairy.

Wings of Wicked Flame

Number: 101
Class: Pyro
Alignment: Pyro
Deck Cost: 47
ATK: 700
DEF: 600
Star Level: 2
Password: 92944626



Description: The wings of this creature shimmer with red-black flames. It attacks by making fire erupt from all over its body.

Witch of the Black Forest

Number: 574
Class: Magician
Alignment: Shadow
Deck Cost: 121
ATK: 1100
DEF: 1200
Star Level: 4
Password: 78010363



Description: A seemingly young witch who lives deep in a dense forest. With the eye in the forehead, she sees the truth.

Witch's Apprentice

Number: 628
Class: Magician/Effect
Alignment: Shadow
Deck Cost: 33
ATK: 550
DEF: 500
Star Level: 2
Password: 80741828



Description: A starting witch with the ability to power up Shadow-type monsters and power down Light types on the own field.

Witty Phantom

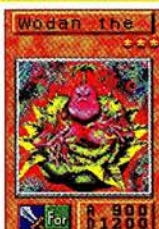
Number: 136
Class: Fiend
Alignment: Shadow
Deck Cost: 161
ATK: 1400
DEF: 1300
Star Level: 4
Password: 36304921



Description: A charming and dapper Fiend that represents death. Its attire is a jet-black tuxedo that melts into shadows.

Wodan the Resident of the Forest

Number: 235
 Class: Warrior/Effect
 Alignment: Forest
 Deck Cost: 121
 ATK: 900
 DEF: 1200
 Star Level: 3
 Password: 42883273



Description: A small, pink-faced creature that is enmeshed in thorns. It can power up itself by drawing on all Plants on the own field.

Wolf

Number: 61
 Class: Beast
 Alignment: Forest
 Deck Cost: 121
 ATK: 1200
 DEF: 800
 Star Level: 3
 Password: 49417509



Description: A predatory Beast that has become rarely seen in recent times. It searches for prey using its excellent sense of smell.

Wood Clown

Number: 231
 Class: Warrior
 Alignment: Shadow
 Deck Cost: 121
 ATK: 800
 DEF: 1200
 Star Level: 3
 Password: 17511156



Description: A small, unpleasantly leering Fiend in the form of a joker. It cleverly parries away attacks with its sickle.

Wood Remains

Number: 228
 Class: Zombie
 Alignment: Forest
 Deck Cost: 87
 ATK: 1000
 DEF: 900
 Star Level: 3
 Password: 17733394



Description: A spectral being that had once been the master of a forest. It has been resurrected at the hands of evil.

Worm Drake

Number: 808
 Class: Insect
 Alignment: Earth
 Deck Cost: 183
 ATK: 1400
 DEF: 1500
 Star Level: 4
 Password: 73216412



Description: A wormlike creature that uses its long body to entrap foes. There is no escape from its binding grip.

Wow Warrior

Number: 546
 Class: Fish
 Alignment: Aqua
 Deck Cost: 130
 ATK: 1250
 DEF: 900
 Star Level: 4
 Password: 69750536



Description: A beastly Fish that has grown arms and legs like a reptile. It bites at foes with its sharp fangs.

Wretched Ghost of the Attic

Number: 563
 Class: Fiend
 Alignment: Shadow
 Deck Cost: 33
 ATK: 550
 DEF: 400
 Star Level: 2
 Password: 17238333



Description: A diminutive Fiend that hides in the attic of any house. It does not cause too much mischief.

Yado Karu

Number: 497
 Class: Aqua
 Alignment: Aqua
 Deck Cost: 233
 ATK: 900
 DEF: 1700
 Star Level: 4
 Password: 29380133



Description: A hermit crab monster that has the head of a dragon. It withdraws itself into the shell to take refuge.

Yaiba Robo

Number: 406
 Class: Machine
 Alignment: Fiend
 Deck Cost: 140
 ATK: 1000
 DEF: 1300
 Star Level: 4
 Password: 10315429



Description: A thresher-like Machine that conceals blades in its cube body. In battle, it extends the blades to chop everything to bits.

Yamadron

Number: 357
 Class: Dragon/Ritual
 Alignment: Divine
 Deck Cost: 255
 ATK: 1600
 DEF: 1800
 Star Level: 5
 Password: 70345785



Description: A spiked Dragon with three heads that breathe fire. It sets its surroundings ablaze in a sea of flames.

Yamadron Ritual

Number: 666
 Class: Ritual
 Alignment: —
 Deck Cost: 0
 ATK: —
 DEF: —
 Star Level: —
 Password: n/a



Description: A ritual summoning a "Yamadron" in return for a Tribute. For this ritual, a "Mountain Warrior," etc., is needed.

Yamatano Dragon Scroll

Number: 122
 Class: Dragon
 Alignment: Wind
 Deck Cost: 72
 ATK: 900
 DEF: 300
 Star Level: 2
 Password: 76704943



Description: A Dragon that emerges from inside a wall scroll to attack. Its defense rating is on the very low side.

Yami

Number: 335
Class: Spell
Alignment: —
Deck Cost: 40
ATK: —
DEF: —
Star Level: —
Password: 59197169



Description: Transforms the field into darkness. It benefits Magicians and Fiends, and disadvantages Fairies.

Varanzo

Number: 351
Class: Zombie
Alignment: Fiend
Deck Cost: 183
ATK: 1300
DEF: 1500
Star Level: 4
Password: 71280811



Description: A wickedly devious being that guards a treasure chest from within. It leaps out and attacks anyone trying to open the chest.

Yashinoki

Number: 238
Class: Plant
Alignment: Forest
Deck Cost: 59
ATK: 800
DEF: 600
Star Level: 2
Password: 41061625



Description: An animated palm tree that developed its own sense of being. It attacks by dropping coconuts that contain tasty juice.

Vormungarde

Number: 566
Class: Reptile
Alignment: Aqua
Deck Cost: 121
ATK: 1200
DEF: 900
Star Level: 3
Password: 17115745



Description: A dragon-like serpent that appears in the world of myths. It is known for its extreme length.

Zanki

Number: 93
Class: Warrior
Alignment: Earth
Deck Cost: 25
ATK: 1500
DEF: 1700
Star Level: 5
Password: 30090452



Description: An armed swordsman that prefers to Duel head-to-head. It strikes with viper-like quickness if the foe is off guard.

Zarigun

Number: 452
Class: Aqua
Alignment: Aqua
Deck Cost: 47
ATK: 600
DEF: 700
Star Level: 2
Password: 10598400



Description: A hulking monster with pincers that evolved from a crayfish. It aims for its opponent's neck with its large pincers.

Zera Ritual

Number: 671
Class: Ritual
Alignment: —
Deck Cost: 0
ATK: —
DEF: —
Star Level: —
Password: n/a



Description: A ritual for summoning a "Zera the Mant" in return for a Tribute. For this ritual, a "Ryu-Kishin Powered," etc., is needed.

Zera the Mant

Number: 360
Class: Fiend/Ritual
Alignment: Divine
Deck Cost: 255
ATK: 2800
DEF: 2300
Star Level: 8
Password: n/a



Description: An extremely strong and evil monster of imposing size. It attacks with its bulk and horribly hooked claws.

Zoa

Number: 391
Class: Fiend
Alignment: Fiend
Deck Cost: 30
ATK: 2600
DEF: 1900
Star Level: 7
Password: 24311372



Description: A fiendish monster that can be made even more powerful. It reaches full potential by becoming metalized as a Machine.

Zombie Warrior

Number: 30
Class: Zombie
Alignment: Fiend
Deck Cost: 121
ATK: 1200
DEF: 900
Star Level: 3
Password: 31339260



Description: A skeletal Warrior equipped with a sword and shield. It appears weak, but it strikes with quick, sharp stabs.

Zombyra the Dark

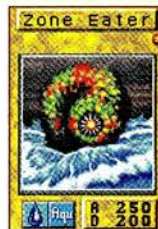
Number: 858
Class: Warrior/Effect
Alignment: Shadow
Deck Cost: 350
ATK: 2100
DEF: 500
Star Level: 4
Password: 88472456



Description: A superhero on the dark side. In return for powering down, he can destroy one monster on the foe's field.

Zone Eater

Number: 393
Class: Aqua
Alignment: Aqua
Deck Cost: 14
ATK: 250
DEF: 200
Star Level: 1
Password: 86100785



Description: A buoyant sea cucumber that drifts aimlessly in water. It sucks in enemies and slowly digests them.

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